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SUMMER/FALL 1992

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Volume Five

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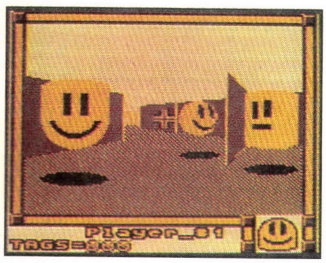

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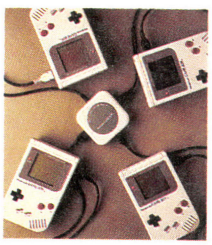

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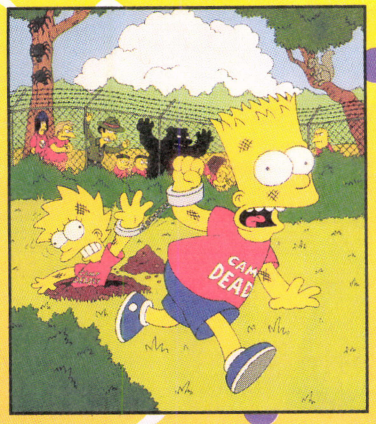

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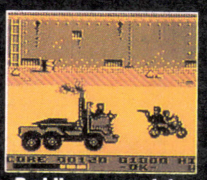

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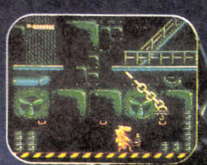

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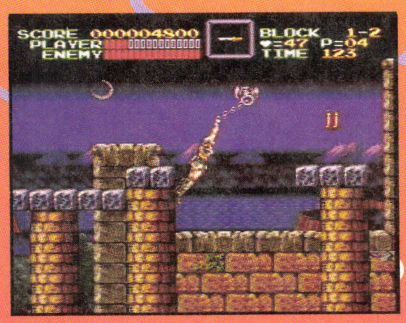

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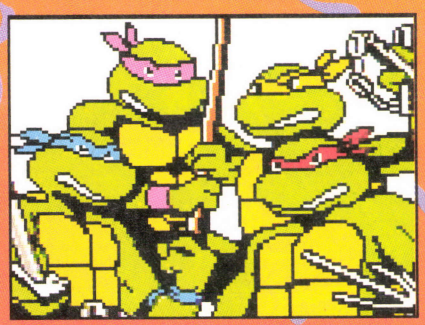

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EDITOR'S NOTES

What a difference six months makes! When our fourth Encyclopedia hit the newsstands, the Super NES had just been released and rumors were flying. Was it too expensive? Was it as good as the Sega Genesis? Would loyal 8-bit Nintendo players buy a new system? Well, the verdict is in, and as this Encyclopedia goes to press, the Super NES is a super-hit! With games like *Super Mario World*, *Super Ghouls 'n Ghosts*, *Castlevania IV*, and *Super Tennis*, how could it fail?

There's plenty of Super NES in this Encyclopedia, including a three-part look at *Super Mario World*. Where else can you read about *Ultraman*, *Populous*, *Final Fantasy II*, and *Actraiser* all in one issue? We show you all the bosses, all the weapons, and all the strategy you need to conquer these great games.

This Encyclopedia has more Game Boy coverage than ever before, too. From *Battletoads* to *The Simpsons* and from *Bill & Ted* to *Roger Rabbit*, you can count on us to bring you the best tips and secrets.

We've also got something extra special for NES fans. In addition to strategy features on *The Rocketeer*, *Star Wars*, *Ninja Gaiden III*, and *Battletoads*, we've also included never before published information on *Teenage Mutant Ninja Turtles III*. It's all-new and jam-packed with hints. So kick back and enjoy.

Leslie Mizell
Associate Editor

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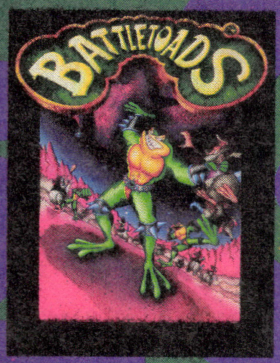


GAME BOY

BATTLETOADS™

Come Out Hopping!

Lisa M. Bouchey

It seems like only yesterday that a greenish bunch of mutant amphibious heroes popped up on movie, television, and videogame screens. But those were half-shell heroes. There's a new breed of amphibian fighting the dark forces of evil these days — the Battletoads.

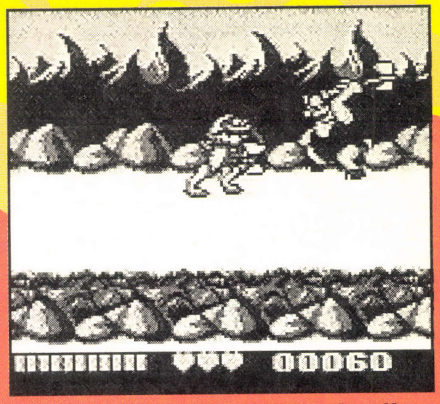
Here's the deal ... Zitz, Rash, and Pimple are partying on a deep-space leisure station when they're sidetracked by a Thalian Thorax Dancer, who turns out to be the evil Dark Queen in disguise. Caught unaware, the 'Toads are overpowered, and Rash and Pimple are taken prisoner. When the captives are spirited away to the planet Armagedda, Zitz and Professor T. Bird are hot on their trail.

You play Zitz, the smartest toad and the team's best planner, in this follow-up to **Tradewest's** NES *Battletoads* game. When the professor drops him off on Armagedda, it's you and Zitz against the mutant hordes of the Dark Queen.

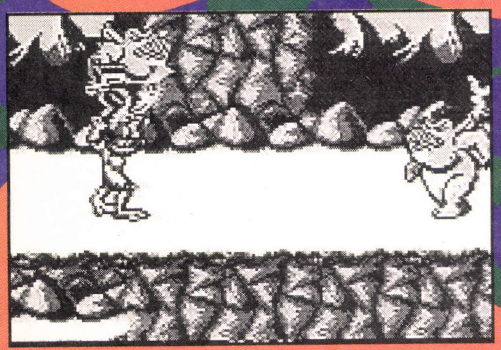
The battle won't be easy. There are eight levels of eerie mountains, dark chasms, and spooky swamps between you and your pals, and nasty mutants block your path at every turn. Psyko-Pigs, Bat-Rats, Banshee Blades, and Droidvaders keep you on your toes as you sidestep their traps. But you can blast these enemies out of the picture with an arsenal packed with punches, slams, and kicks and punctuated with hardware that moves — a Jet Ski, Jet Pack, and Turbo Wings.

Released on the heels of the NES *Battletoads*, this arcade-action game looks like a hit. While the action and animation are on a par with the NES release, The Game Boy version takes less time to finish. Beginners may find the game challenging, but on the whole, the Game Boy *Battletoads* is much easier to play than the NES version. So party on, dudes.

Zitz's journey begins when he and his Battletoad buddies, Rash and Pimple, are lured into a trap by the Dark Queen. Will Zitz have what it takes to free his 'Toad pals from the Gargantua?



These Psyko-Pigs are the stouthearted swine of the Queen's evil army. They're best defeated with a Drop-the-Chop move.

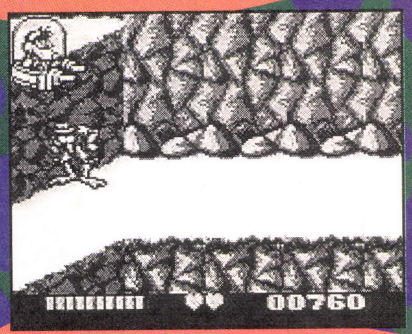


The Groggs are just infant evildoers, but these babies pack a punch. Pick up the Groggs and toss them at their cohorts to clear a path.

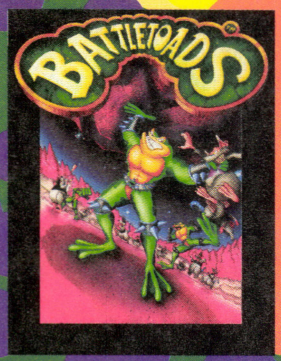
Zitz

Age: ?
Height: 6'8"
Weight: 303 lbs.
Hair: None
Eyes: Amphibian
Outstanding features: green, warty skin; wears a wrist-computer, utility belt, gloves, and studded kneepads.

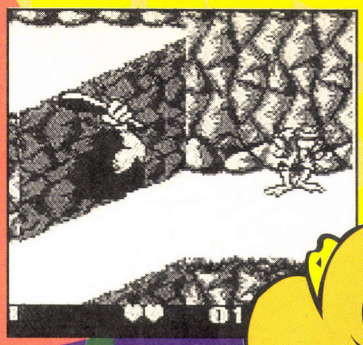
Profile: The brainiest Battletoad began life as Morgan Ziegler, a 20-year-old game tester for the multi-national Psicone Corporation. Due to a virus in the prototype "mind game" *Battletoads* he was testing, he was transformed into a 3-D computer graphic. He's a natural leader, but Zitz sometimes relies a little too much on brainpower and not enough on spontaneous physical action.



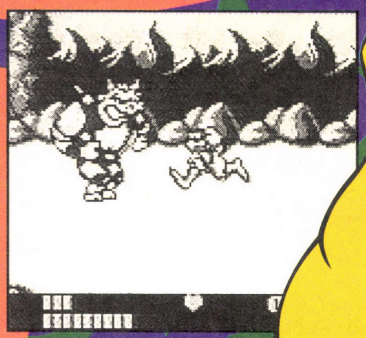
Speed is of the essence once the Rat-Zap aims in your direction. Your best bet is to destroy the hovering rat before it locks on target.



The Clubba is a massive mound of muscle that can make mincemeat of your head. Keep your distance from dark holes in the rocks.



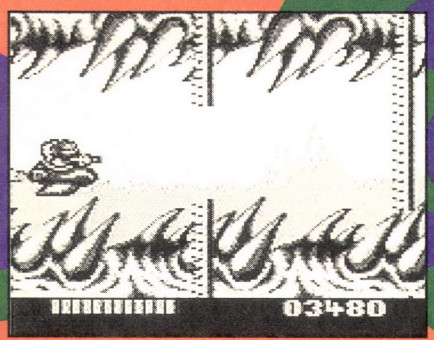
General Slaughter is a heavyweight in every sense of the word. His jumping speed and accuracy — combined with his massive weight — make it easy for him to smash 'Toads. Are your webbed feet ready?



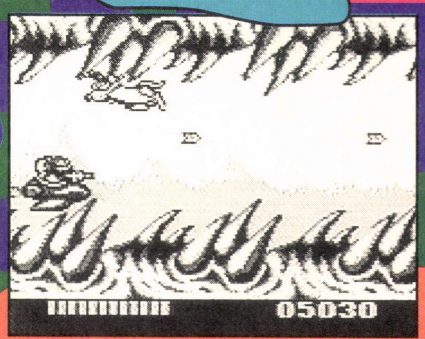
Princess Angelica

Age: 18
Height: 5'6"
Weight: 105 lbs.
Hair: Blonde
Eyes: Cornflower Blue
Outstanding feature: Radiantly beautiful

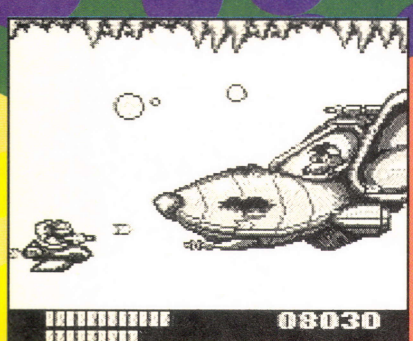
Profile: Princess Angelica is a Starchild of the Blood, a title inherited by those born with magical powers. Outwardly, she is as beautiful and fragile as a budding flower. But appearances can be deceiving. Beneath her seemingly perfect surface there lurks a darkness waiting to be unleashed.



The Turbo Wing rockets you into battle with the Rodent Rocket, but you must steer clear of this obstacle course to earn a shot at the rat.



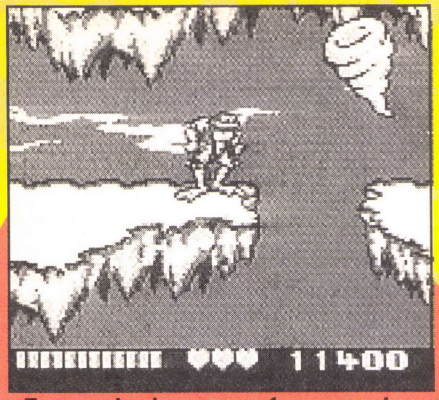
Bat-Rats have only one thing on their mind — getting in your hair. These flying rodents head-butt anything in their path, so get ready to send them flying.



The rat's flagship, the Rodent Rocket, is armed to the teeth. Blast it piece by piece, and you can turn this flying battleship into so much scrap metal.

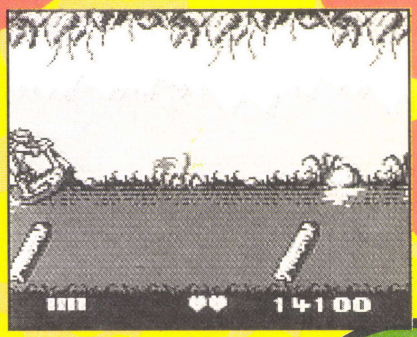
Giblet is one dirty rat. His favorite attack is to lunge when your back is turned, so keep an eye on him and his friends.

Once inside the Wurm, you must outthink and outlast the Brain to advance. You can survive by outrunning the Brain, but Zitz must take the corners at breakneck speed to put any distance between him and his pursuer. If you die the first few times, try to remember the path you took at each corner, then kick up your speed a notch.

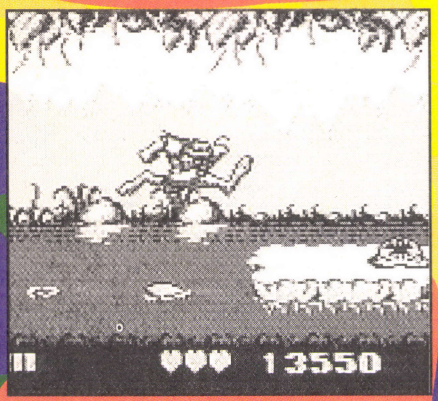


The Tornado is one of several natural elements you must fight — in addition to the Queen's mutants. Keep the twister at a safe distance, or you're off for a spin.

The Battletoads' mentor, Professor T. Bird, may come from a mysterious past, but he's full of wise advice. Mentors are like that.



To survive a run on this slalom course, you'd better ride the Jet Ski like a pro.

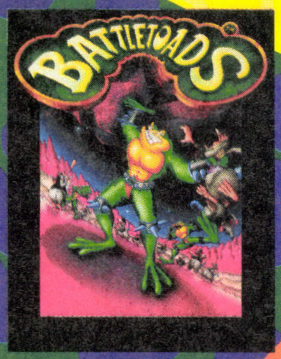


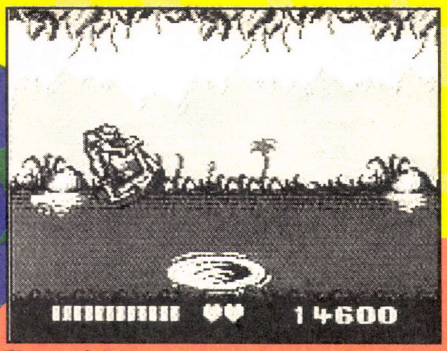
This 'Toad may be able to live on land or in water, but you'll live a lot longer if you stay out of this body of water — it's full of leeches, logs, and serpents.

Rash

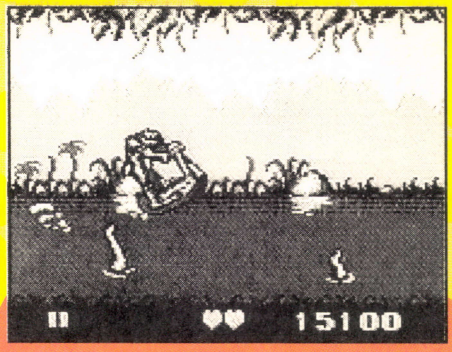
Age: "Not too young to boogie, not too old to rock n' roll"
Height: 6'3"
Weight: 243 lbs.
Hair: None
Eyes: Amphibian
Outstanding features: Mega-physique; wears sunglasses, Ninja-style ribbons, and studded kneepads.

Profile: The most handsome Battletoad began life as Dave Shar, a 17-year-old game tester transformed by a computer virus into a 3-D computer graphic. Perhaps the most likeable of all the 'Toads, his overconfidence can make him the most annoying, too. Because of Shar's obsession with pumping iron, Rash has an in-built early warning system that takes the form of a bodybuilder's physique display and arises whenever the group is threatened.



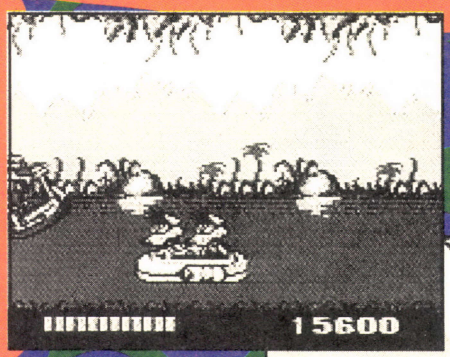


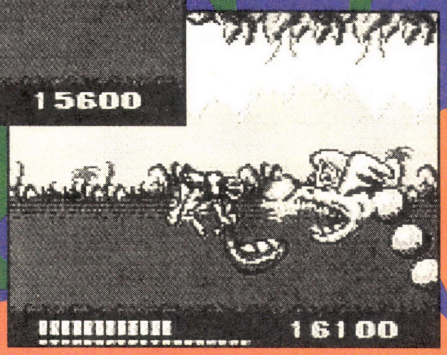
The whirlpools spin you around and around, then pull you down into the murky depths of the river. Steer clear or lose a life.



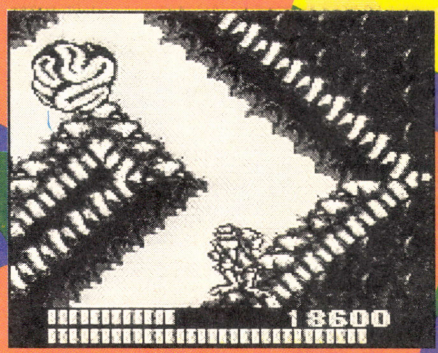
Who knows what's on the other end of these tentacles? Unless you plan on doing some diving without air, give them plenty of room.

The rodents piloting this rat dinghy are river roadhogs. They can block more of the river than the logs, and they can move, too. Kick it in high gear and move on downstream.





The Wicked Wurm is the river's most rambunctious resident. Use the Jet Ski to knock some sense into this silly snake.

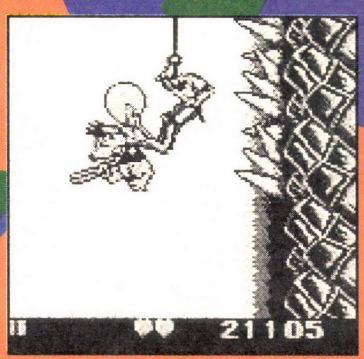


The only way to survive your encounter with the Brain is to outrun it. Pay attention to the turns and make up all the time you can on the corners.

The Dark Queen

Age: Immortal
Height: 6 feet in her stilettos
Weight: 126 lbs.
Hair: Black
Eyes: Icy Blue

Profile: The Dark Queen is a highly dangerous psychopath who uses her magical talents and her dark and terrible beauty to her advantage. Her life quest is to claim her "rightful" place on the Terran Corporate Throne, and she will stop at nothing to achieve this end. She's destroyed entire solar systems — millions of lives — in her relentless drive for galactic, and ultimately universal, domination.



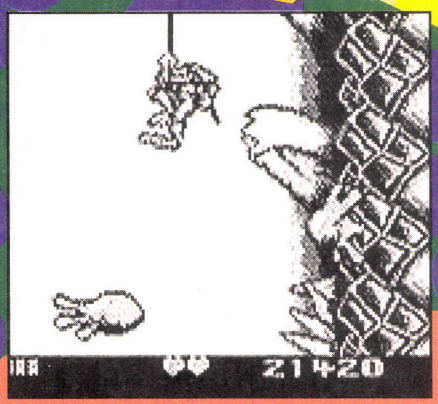
These Snippers are snipers who want to send you plunging from your turbo-cables to an untimely death.

The best way to fight Big Blag is to run back and forth on the ground while Blag jumps in the air — if you stop, he stomps you. Hit him with either a Kiss-My-Fist maneuver or your Nuclear Knuckles while he's in the air, and you've defeated the big cheese of the rat army.

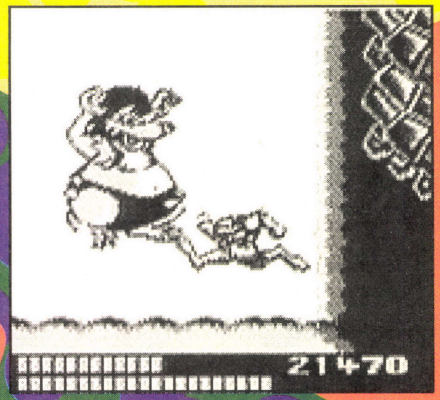
Pimple

Age: ?
Height: 7'4"
Weight: 520 lbs.
Hair: None
Eyes: Amphibian
Outstanding features: Absolutely humongous; wears studded wristbands and kneepads.

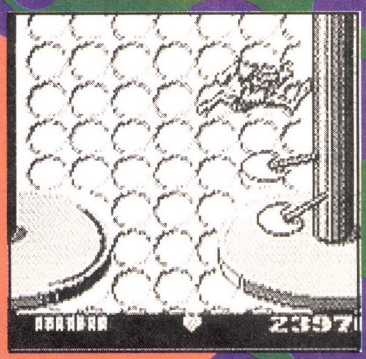
Profile: The biggest Battletoad began life as George Pie, a 19-year-old game tester transformed by a computer virus into a 3-D computer graphic. Although he's not exactly the smartest Battletoad, Pimple more than makes up for his lack of brainpower with his phenomenal physical strength. He's a gentle giant most of the time — but watch out if you should hurt any of his friends!



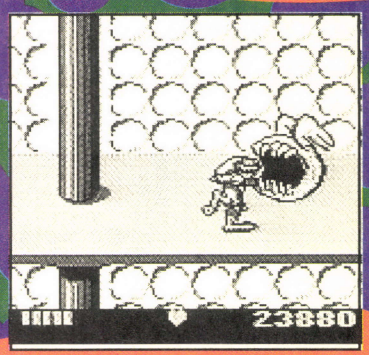
Fungi-Pods bounce from wall to wall, smacking into anything in the way — espe-cially 'Toads. You can get rid of the sagging sacks by giving them the Big-Bad-Boot move.



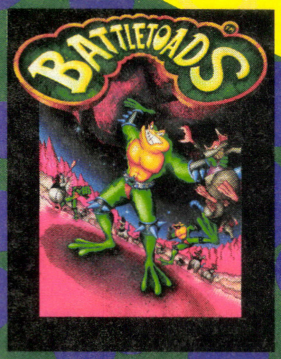
Big Blag is the head honcho of the rodent army, and he likes to throw his weight around — make sure that it doesn't land on your head.



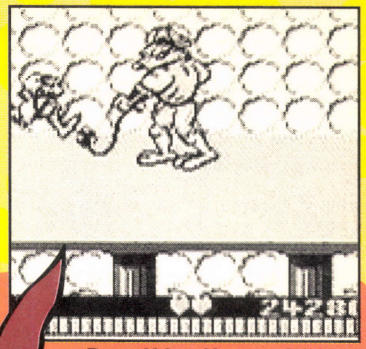
The Dark Queen has toad on her dinner menu, and these Banshee Blades are the chefs for the evening. Keep that 'Toad hopping before he ends up in a fricassee.



Droidvaders are the robot aggressors guarding General Vermin. There's plenty of mouth to aim for, so kick 'em in the teeth and move on — there are battles left to win.



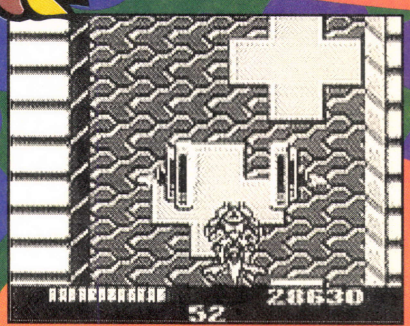
Robo-Manus, the genetic mutant you face in the final battle, isn't as tough as he looks. To defeat him, grab the hammer in the corner, then pound on one of the mutant's arms, then the other. Before long the metallic menace falls to pieces.



Don't bother with an exterminator for General Vermin — the dirty job is up to you. This is your last big battle before the ultimate encounter withRobo-Manus.

Professor T. Bird

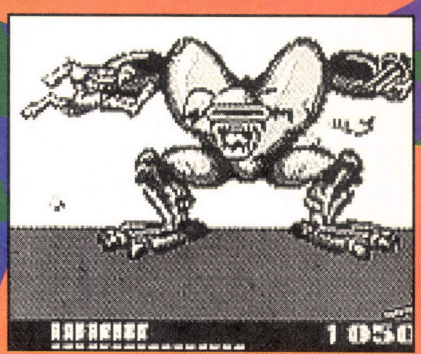
Age: Immortal
Height: 4'6"
Weight: 112 lbs.
Feathers: White
Eyes: Avian
Outstanding feature: "What could be more outstanding than a vulture wearing a labcoat?"
Profile: Affectionately known as "Coach," he is the Battletoads mentor. His harmless, bumbling exterior conceals an enormous intelligence and a stupendous magical talent. These skills are more than a match for the Dark Queen, but unlike her, he has renounced their use, preferring science and logical thought to get him out of trouble.



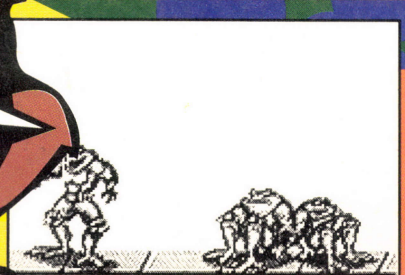
These Magnetz are powerful magnets that slam together at regular intervals. Opposites attract, but make sure you're not caught in the pull.

Blag

Age: He can't count
Height: He can't use a yardstick
Weight: Increasing all the time
Hair: Black and greasy
Eyes: Beady
Outstanding features: full head of hair; sharp teeth; deadly tail
Profile: The undisputed chief of the Dark Queen's rodent army, Blag lives by a simple creed: "First I'm gonna gnash ya, then I'm gonna chomp ya, then I'm gonna spit youse out an' stomp ya!"



Robo-Manus has armor plating as thick as your wrist, so don't try any strong-arm tactics with him. Just grab the hammer and pulverize him.



The Battletoads are reunited and ready for the next challenge — which probably isn't far away.

GP

FIRST OF A 3-PART GUIDE!

EXPLORING SUPER MARIO WORLD

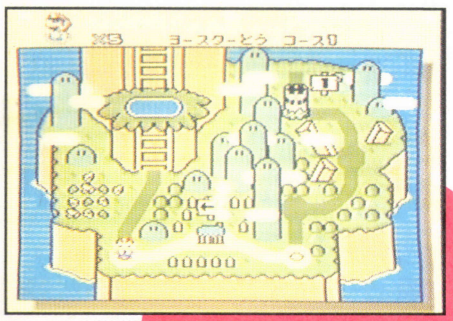
Chris Slate

The eagerly awaited *Super Mario World* is finally here! The world's most popular video-game character is back, and this time he's moved up to the Super NES machine. But some things never change—in this game Mario must once again save the princess, who is being held captive in the Valley of Bowser. Bowser has also stolen Yoshi eggs, which hatch into dinosaurs. The eggs are hidden in numerous fortresses throughout the land.

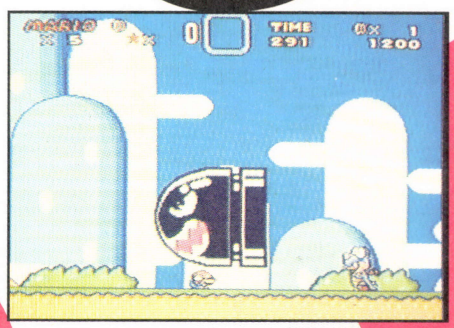
Because of the advanced technology of the Super NES, this adventure is the largest one yet. *Super Mario World* has so many secrets and hidden levels that you'd have to play all the way to the end many times before you found everything! Larger enemies, vibrant colors, and excellent sound effects round out the game's long-lasting appeal.

Super Mario World mixes the classic Mario formula with innovative new ideas. There are new maneuvers for you to master, new items to find, and new enemies to conquer. Because of the huge scope of the game, we're dividing our coverage into a special three-part guide. In this first installment, we take a look at the first two lands — and we let you in on a few of Mario's closest-held secrets.

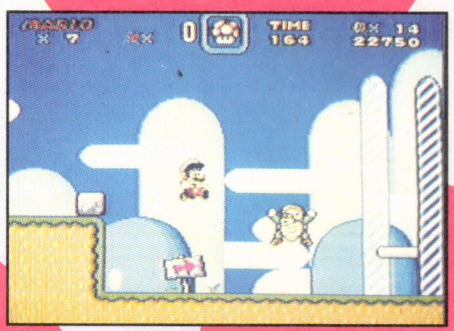
LO WORLD™



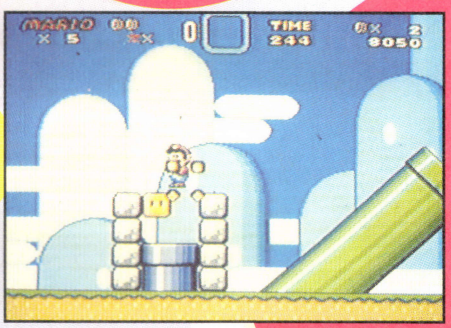
Plot Mario's course from the map screen. If you pause the game on this screen, you can view the entire world by using your control pad. Your first stop should be the action scene to the left of the starting place.



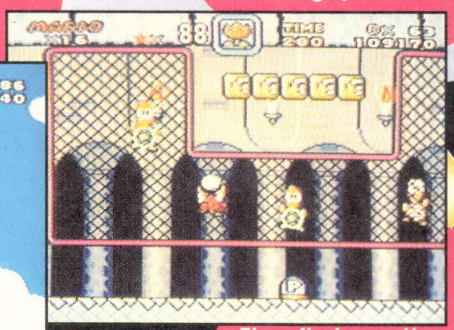
Some of Mario's classic enemies are still around, but they're much deadlier than you remember them. Take Bullet Bill, for instance — he's put on a lot of weight since the original *Mario Bros.* game.



Here's a new face in Mario World — a football koopa. Wait for him to charge at you for the tackle, then leap on his head at the last possible second. It takes three hits to knock out this guy.



You must learn some new techniques in *Super Mario World*, such as the spin-jump. Use this maneuver to break blocks from above — a handy trick when important items or places are sealed inside brick walls.



The first castle you reach is filled with huge pits that are too wide for you to cross. To reach the boss, crawl along the fence that hangs above you.

When you finish the first action scene, climb up the mountain to a bonus scene. Here you find a gigantic button with an exclamation mark (!) on it. If you press it, all the invisible blocks are replaced with special ones.

One of the most enjoyable aspects of *Super Mario World* is your new prehistoric sidekick. The friendly dinosaur gives you a ride — and gladly gobbles up any bad guys that cross your path.

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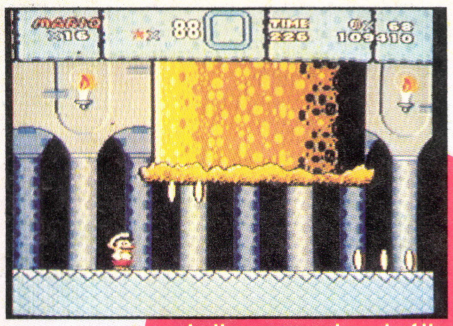
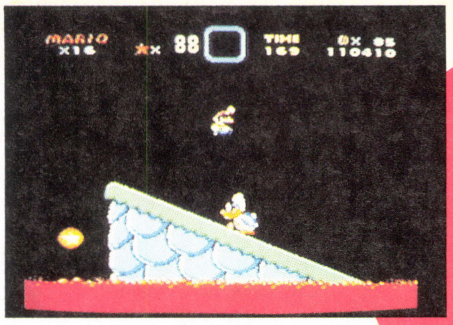


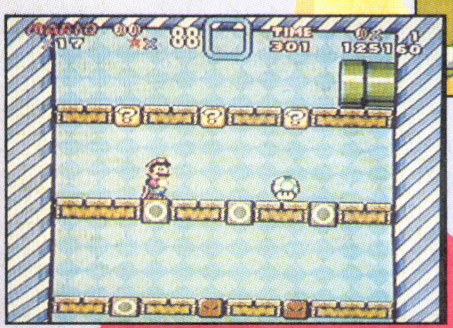
In the second part of the castle, keep an eye out for huge pillars that come stomping down in your path. Look for little holes in the floor — you can duck into them to avoid being crushed.



The first boss sits on a platform that floats in a lake of lava. The key here is to wait until the boss's side of the platform tilts, then jump on his head until he falls off the edge.

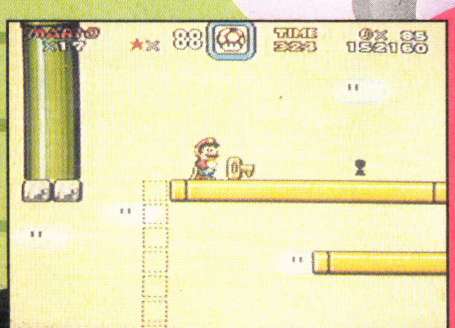
This new kind of block allows you to bend the laws of gravity a bit. Build up speed as you race to it, and when you hit it you continue running — right up the wall!

When you find a feather, Mario can don his cape. With a little practice, you can use it to help Mario fly. First run until Mario holds out his arms for balance, then jump and soar into the air. To keep flying, you must press the directional pad in the opposite direction from the one in which you're flying.



Super Mario World has loads of new bonus stages. You can find this type of bonus room by going down pipes. The trick is to bump the blocks one by one from underneath. If you succeed, you're rewarded with a one-up.

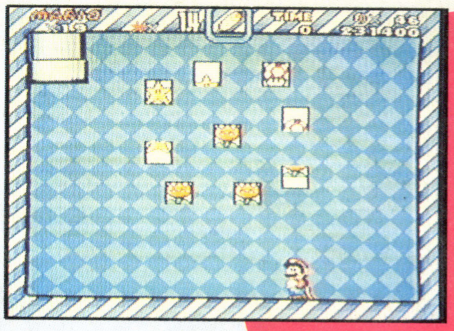
There's a long stretch of land near the end of the first action scene you enter after the castle. Make sure you have the cape and use the space as a runway. Once you gain a little altitude, you find something up there...



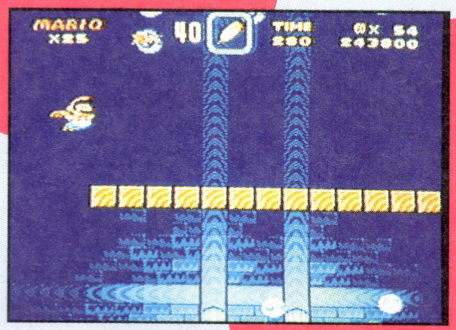
...a key and a keyhole. To find a key, you almost always have to solve some intricate puzzle. Once you have a key in your possession, you can open a path to secret places.

If you go to the left from the first action scene in area 2, you enter a cave. One of these blocks leads to a bonus stage. Kick the blue shell at the highest block in the room to activate a vine. Climb to the top to find a key!

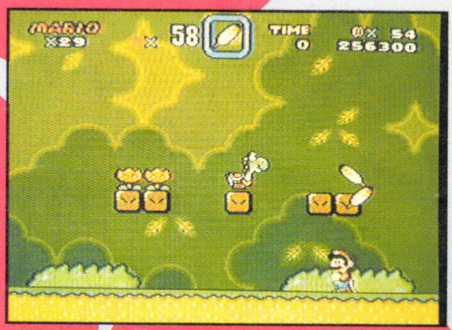
A secret path appears on the map screen when you go through the keyhole. This path leads to another station where you can uncover more invisible blocks!



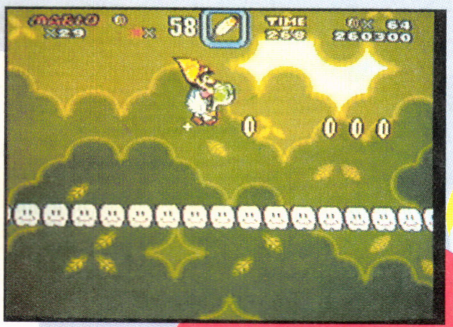
When you successfully pass through the goal post at the end of a level, you're awarded a number of stars. Once you've collected 99 stars, you enter a bonus matching game. Try to match the pictures in the blocks to win one-ups.



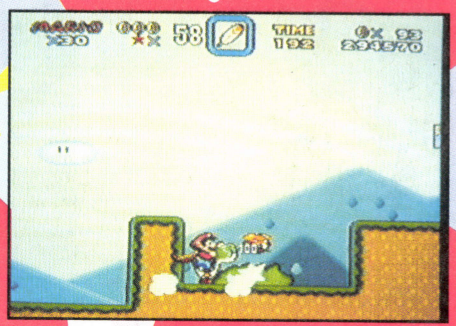
When you enter the first ghost house, it appears that you can go only to the right. Although you *can* reach the end of the level by going to the right, there *is* another path. If you fly up the left wall at the very beginning, you'll find a platform. Hop on it, then run right.



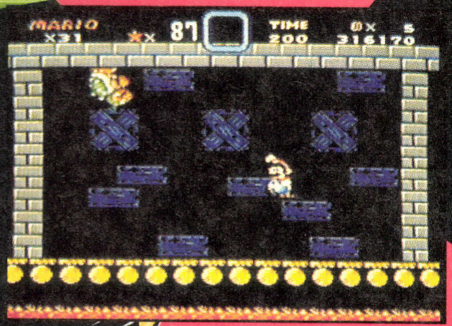
If you completed the ghost house by finding the platform, then you'll see a secret path to the north. It leads to a room that contains no enemies at all — just lots and lots of power-up goodies. You can visit here whenever you want.



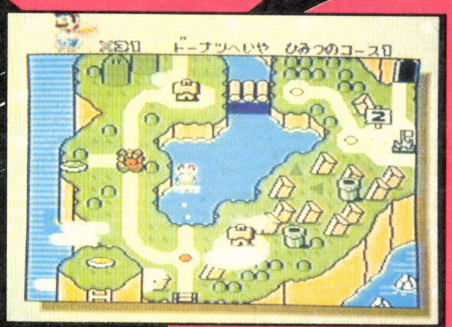
Your dinosaur friend, like Mario, has a few unique tricks all his own. For example, if he holds a blue turtle shell in his mouth, he grows little wings and can fly until he needs to swallow.



This little Goomba soldier is finding out the hard way what a golden shell does to Mario's little dino. As long as he's holding the shell in his mouth, your dinosaur is powered with a super-strong stomp.

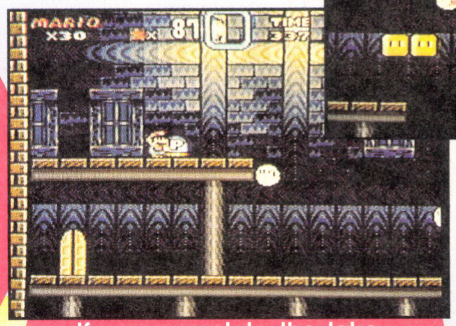


The boss of the second castle walks across the ceiling, then drops on top of you. Run ahead quickly to avoid getting stomped, then jump on his head as he runs by you. It only takes three hits to defeat him.

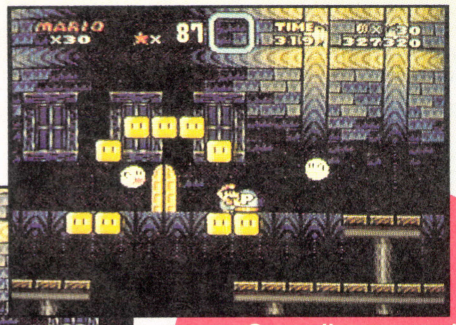


There's an alternative way to complete level 2 if you don't like the path we chose. From the first action scene in area 2, you can go out into the middle of the lake.

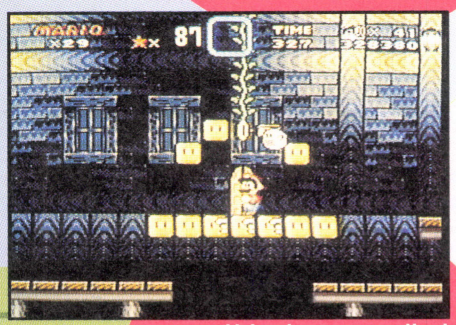
There's a P-block at the bottom of the lake. Carry it until you come to a keyhole. When you stomp on the P-block, the bricks turn to coins, enabling you to pass through and reach the key. Now swim back to the keyhole to clear the stage.



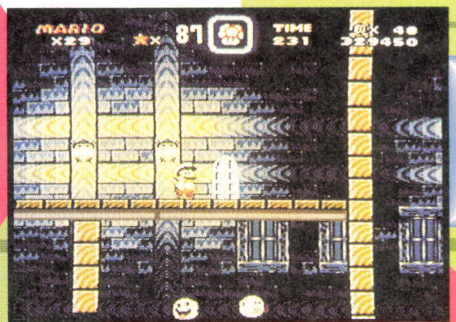
If you complete the lake scene by using the key, a path is cleared to the second ghost house. After a little exploring inside the house, you find another P-block.



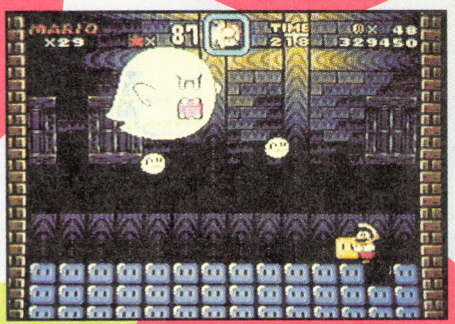
Carry the second P-block to the right until you reach these bricks. After making sure that there aren't any ghosts around, go ahead and stomp on the block...



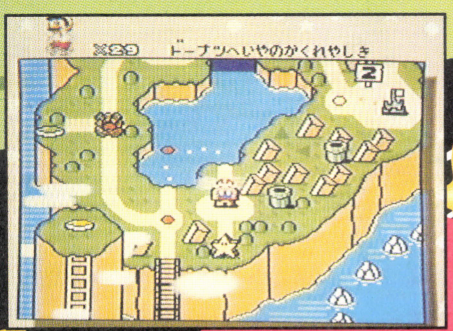
...and blocks appear that form a bridge on which you can stand to bump the center block above your head. A vine grows out of this block.



The vine grows upward until it reaches a platform that extends to the right. Quickly run to the right and enter the blue door before the time expires on the P-block. If you arrive too late, the door disappears.



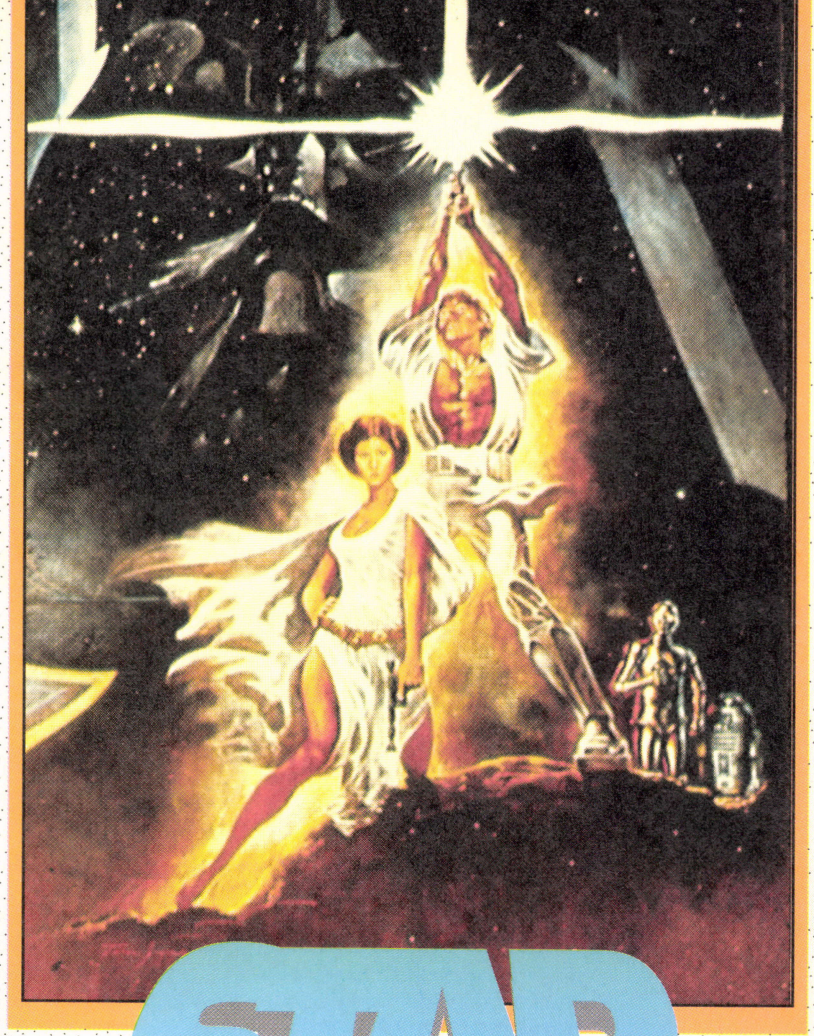
There's a chief spook inside the blue door — along with a few of his soldiers. Pick up the blocks that you're standing on, then throw them at the ghost. Remember: Always face the other little ghosts so they'll behave.



Why would you want to travel this alternative path when the first route was so much easier? Here's your answer! When you return to the map screen, a star has appeared underneath you. Stepping on it will take you to a place that all Mario fans love to visit...

...the warp zone! You can access the warp zone (called Star World in the game) from numerous places throughout Mario World, but we'll leave those for later. In future issues we'll continue our romp through *Super Mario World* and reveal more of its closely guarded secrets.

NINTENDO GAME OF THE MONTH



Lucasfilm Games,
3800 Barham Blvd.,
Suite 305,
Los Angeles, CA
90068

STAR WARS

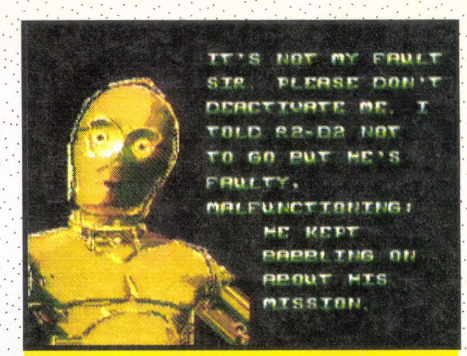
Brian Carroll
Chris Slate

In a lively space adventure sure to dazzle, *Star Wars* brings to the NES the now classic tale of good versus evil. The cast of unforgettable characters — Luke Skywalker, Princess Leia, Han Solo, R2-D2, C-3PO, and Chewbacca — is back. Their mission: Return the princess to her home planet, and destroy the gigantic Death Star.

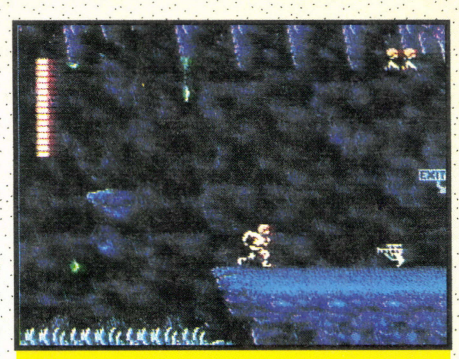
The variety in the game is striking. You can play as young Skywalker, screaming across desert terrain one moment, then play as Han Solo blasting through a wall of Death Star storm troopers the next. The frequent scene changes serve to keep you interested, entertained, and challenged throughout.

Considering the standard-setting special effects of the movie, you might expect stellar visuals in the game, too. No such luck. While solid, the graphics fail to deliver the excitement of the game's otherwise intense action. The diversity and smooth game play, however, more than make up for this weakness.

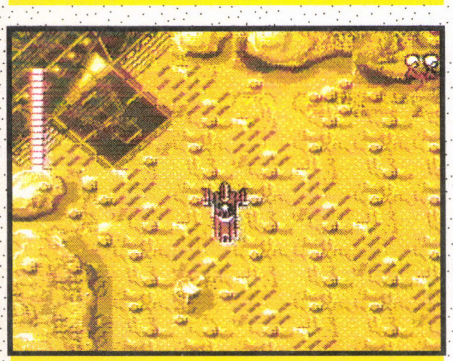
In a galaxy far, far away, your mission is to rescue the beautiful Princess Leia Organa and destroy her oppressors. May the Force be with you!



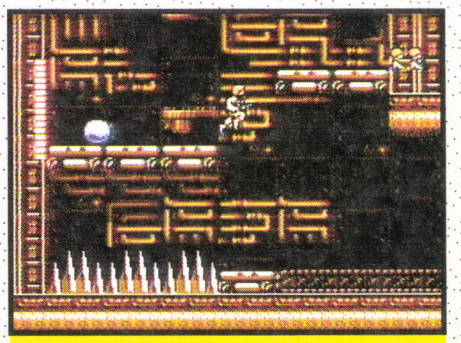
C-3PO isn't as helpful as the game's instruction manual may lead you to believe. In fact, once you depart Tatooine, he becomes little more than a hood ornament.



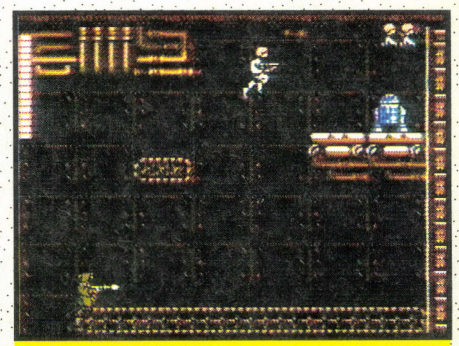
You'll automatically begin your adventures on Tatooine near a cave. At the rear of the cave lies a powerful laser gun.



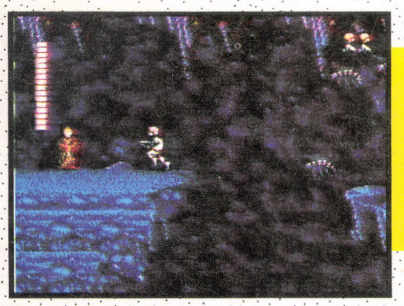
When you see this entrance, you've found the sandcrawler. Inside you'll find R2-D2.



Catch this updraft to propel Luke to this platform inside the sandcrawler. Then push off the platform and go right.

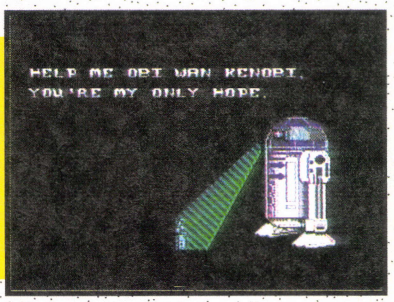


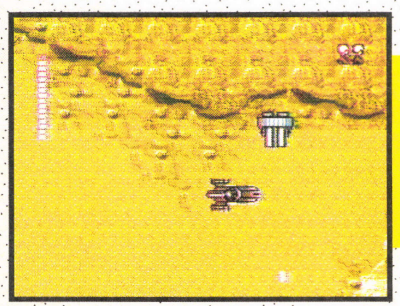
Use the moving platform to reach R2-D2. If you miss the platform, the Jawa below will blow you away.



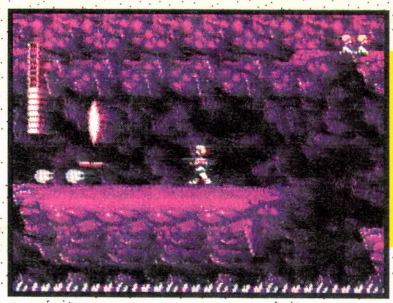
To get to Obi-Wan Kenobi, Luke's mystic mentor, ignore the bugs and keep hopping. If your pace is quick enough, the flies won't be able to get to you.

He may look like a washing machine, but R2-D2 is crucial to the success of your mission. Not only can he decode the Death Star's internal computer, but he has an important message from the princess as well.



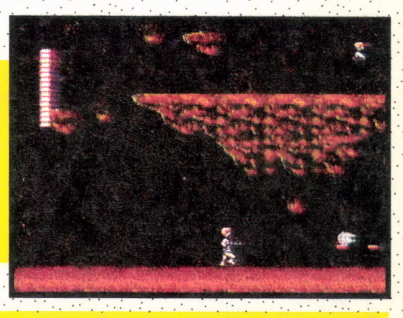


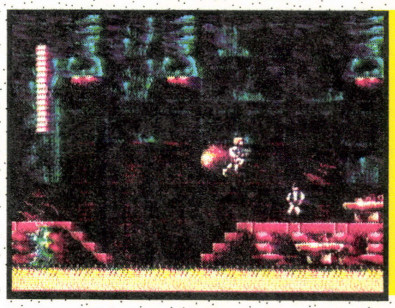
Anytime the landspeeder takes a hit, it affects *Luke's* energy meter as well. There are banthas and gun turrets everywhere, so drive carefully.



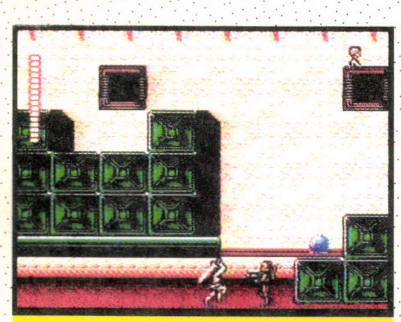
Just left of this cave's exit is a corridor. It's a detour, but one well worth your while. It's the only place in the game you can get two asteroid shields for the price of one.

Although the cave of the Sand People contains little, it's still worth a tour. If you head right, then down, and then right again, you should locate another asteroid shield.

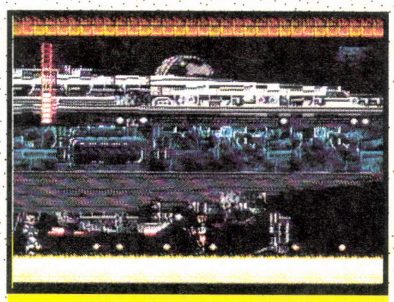




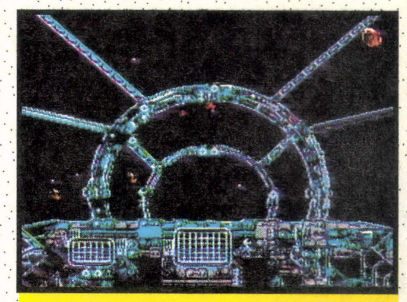
The Cantina, a watering hole on the frontier of civilization, is in the lower right corner of Tatooine. Go there to solicit the help of a mercenary spaceship cowboy named Han Solo. But don't waste your time fighting the lowlifes inside the Cantina when you can simply leap over them instead.



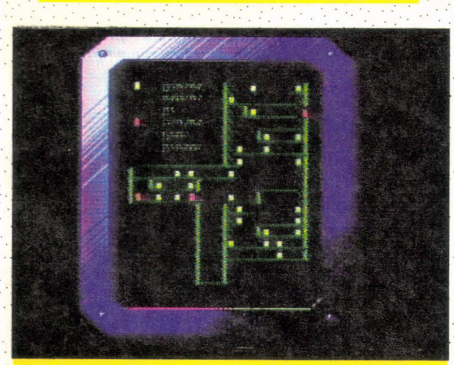
As you try to reach the hangar, Luke's Lightsaber is your best weapon. You have to get pretty close to your adversary, but it's the most powerful weapon in the game.



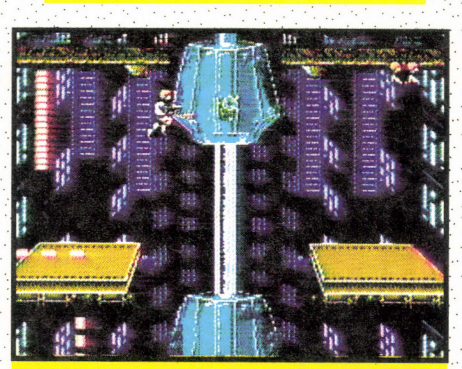
Before boarding the Millenium Falcon, use Han and his laser gun to fight through several storm troopers. You'll also find two shields.



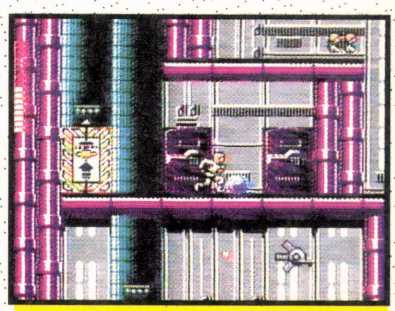
Although you don't have much control of the Falcon (after all, it's a freighter!), you should try to avoid as many of the asteroids as you can and hope that your supply of shields will hold out. R2-D2 will lend a hand by repairing some of the shields.



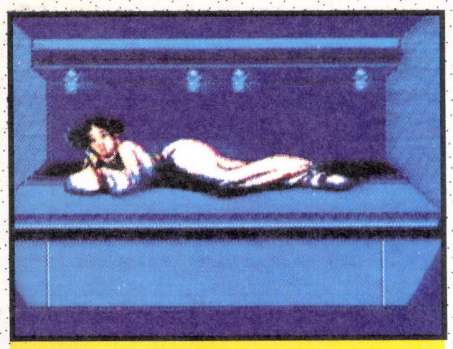
Once inside the Death Star, walk to the right. When you get to a black porthole, duck inside. R2-D2 will then plug into the Imperial Computer Network and access a map. Although it's a bit confusing at first, the map is vital to successfully navigating the huge satellite.



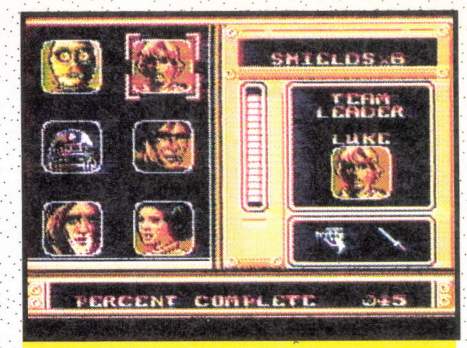
To disable the tractor beam, first climb the ladders hanging on either side. Then, as you jump from the ladder, fire directly into the beam's center circle.



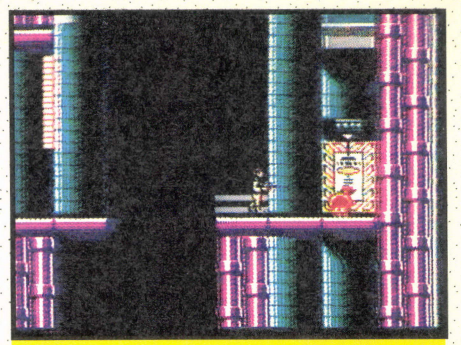
Behind this door is Leia.



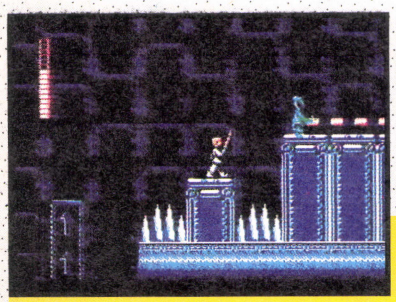
Although she's royalty, Leia is no throne-sitter. She can jump higher and run faster than either Luke or Han.

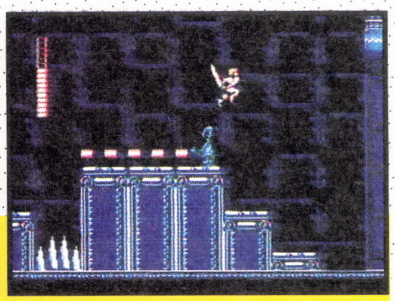


Switch identities and weaponry anytime it may give you an advantage. For example, Luke's Lightsaber is the deadliest weapon, but Han's laser gun can provide a safe distance between you and your enemy.

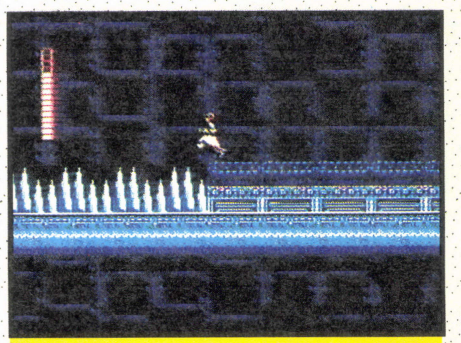


To exit the Death Star's confusing maze section, try to find this elevator. The gray bars above the landing platform will cue you to its location.

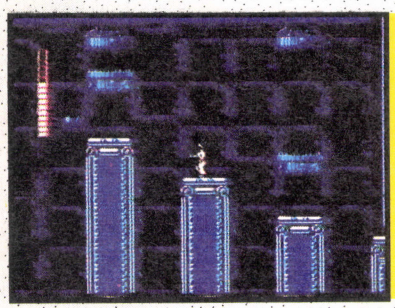




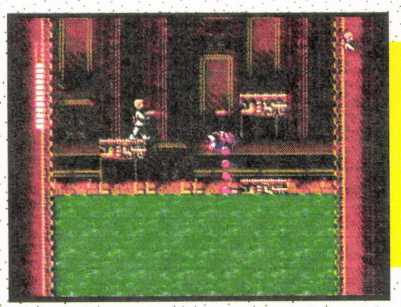
As soon as this droid fires to the right, leap up to the platform. Then, just as he is preparing to fire to the left, you can leap safely over him. There is no way to destroy these droids, so leaping is your best bet.



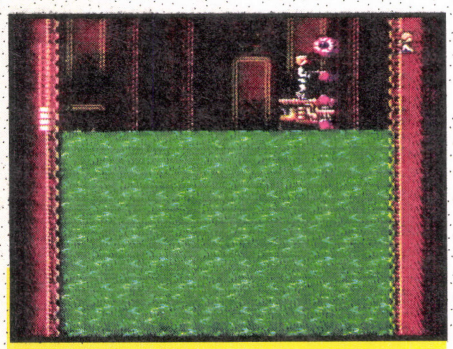
At this point, you must execute the game's longest leap. Sprint the length of this platform as Leia.



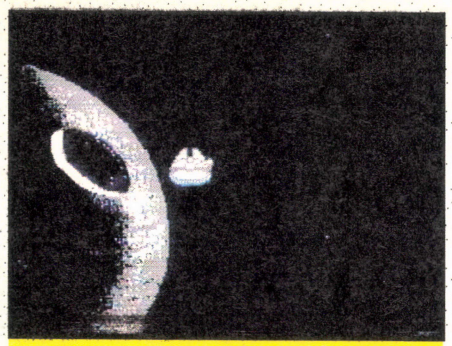
A delicate jump is required to get through this danger area. As soon as you land on the platform above, immediately jump to the left and out of the way of the steel stomper above.



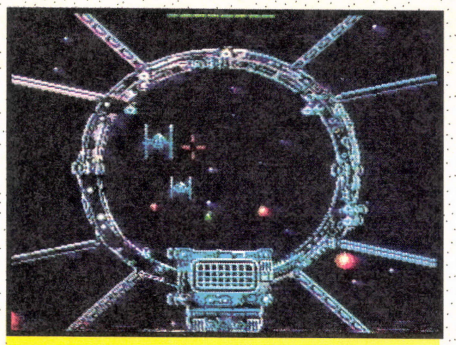
When the creature in the trash compactor jumps out of the ooze, try to shoot him directly in the eye. If he emerges next to Luke, pause the game and select his Lightsaber.



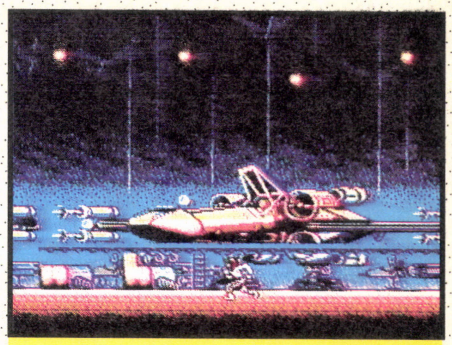
The rising ooze adds even more challenge to your already tricky situation. You must defeat the creature before Luke goes under.



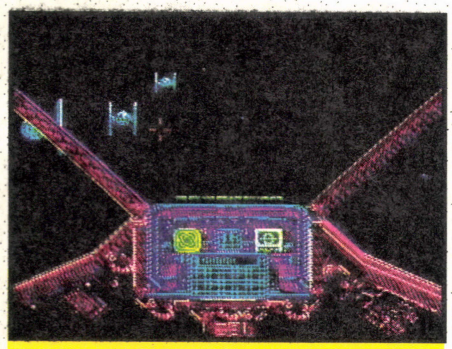
Getting out of the Death Star isn't like checking out of a hotel. You'll have to fight many TIE fighters on your way out. Try to keep them in your gun sights.



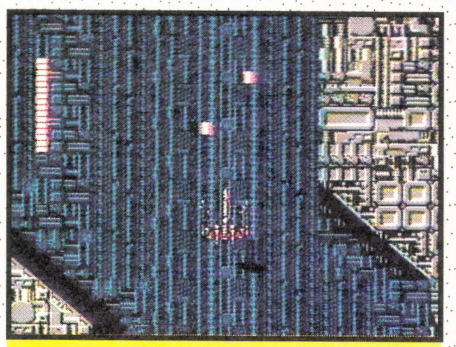
More important than destroying the TIE fighters, however, is intercepting the incoming missiles. Because they are heat-seaking, evasive flying won't work.



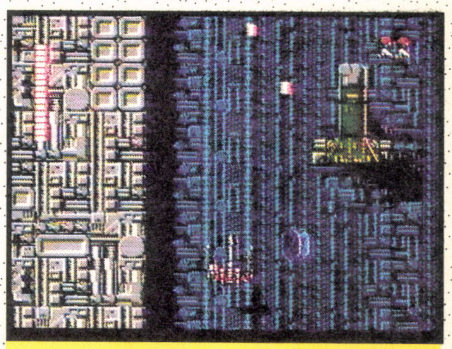
Your flight isn't over once the Falcon lands. Luke must quickly make his way to an X-Wing and get back to the Death Star.



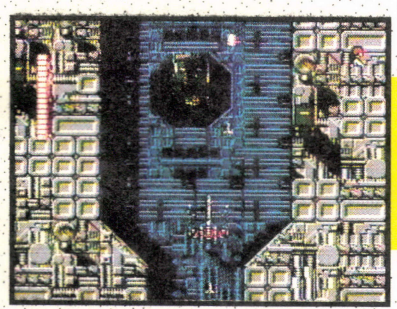
Space grows thick with missiles after you launch your X-Wing. Again, make sure you deal with incoming fire before you concern yourself with its source.



Your mission is almost complete! This is no time to make a silly mistake, like slamming into the side of the Death Star's inner corridor.

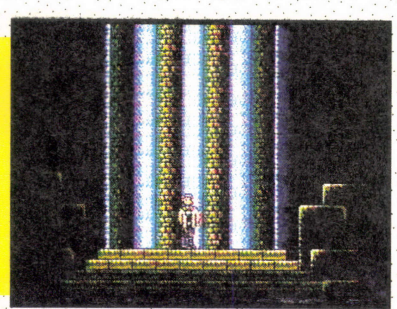


Just as Luke did in the film, try to lure your TIE pursuers into the obstacles that litter the corridor.



One shot directly into this nerve center and the Death Star is galactic history.

You've rescued the princess, destroyed the Death Star, and ended Vader's cruel reign of terror ... or have you?



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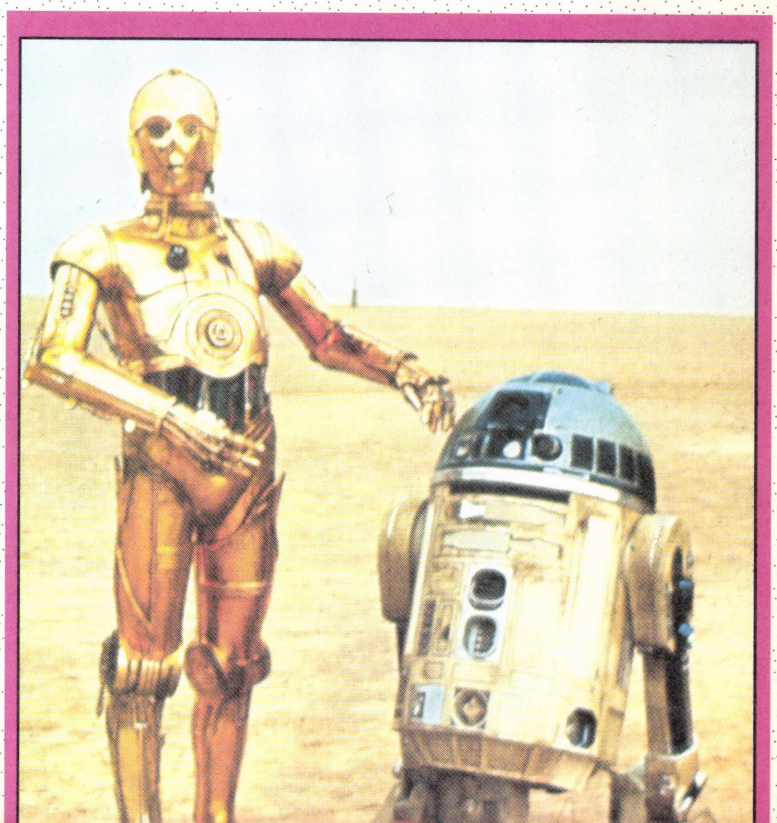
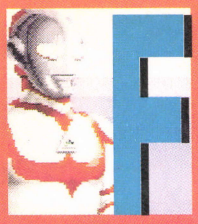




Fighting a virus usually means taking medicine and getting plenty of rest — but in *Ultraman* it means squaring off in a fight-to-the-death against big, ugly monsters who'll do a lot more than give you a runny nose.

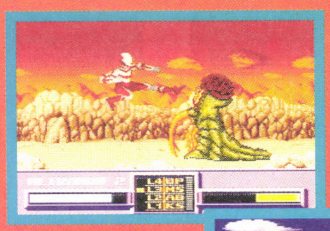
Gudis, an evil virus that travels through space wiping out any competing life form it meets, has infected Earth. Of course, human beings present obvious competition for Gudis, so he's spawned a band of monsters whose only purpose in life is to wipe out the human race.

That's where Ultraman comes into the picture. Ultraman has been battling Gudis as the virus neared Earth, and now the superhero must go toe-to-toe against Gudis' mutant creations to save the world from destruction. Because Earth's polluted atmosphere is deadly to the superhero, Ultraman has entered the molecular structure of a human, Jack Shindo, in order to survive on our planet.

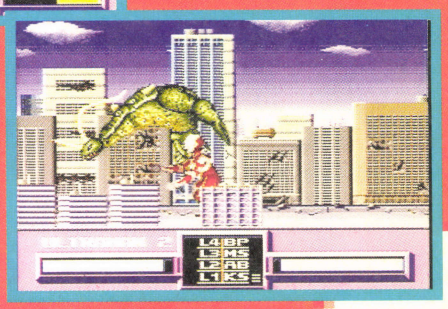
Fortunately, Jack can transform into the tall, mighty Ultraman whenever he faces off against a monster. But he can remain Ultraman for only three minutes before reverting back to the normal-sized Jack.

Ultraman may have a big job ahead of him, but he's been doing this sort of thing for years. Back in the '60s, Ultraman was the star of one of the strangest and campiest TV series ever. In each episode of the Japanese-made show, a group of young scientists — aptly called the Science Patrol — would discover a new monster that only Ultraman could defeat. Despite a dubbed English soundtrack and comical special effects, the show gained a cult following when it was syndicated in the U.S.

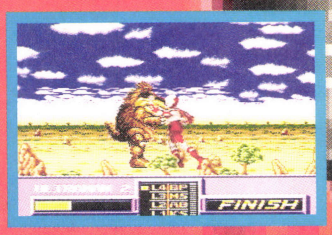
But now the oversized hero is the star of both a Super NES videogame from Bandai *and* a new syndicated



The jump kick is effective against this first creature.



An ultra throw puts a damper on this double-headed monster's assault.

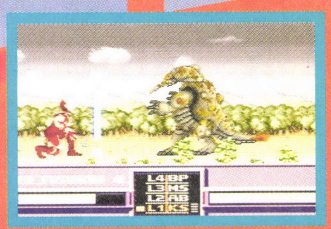


You get good results with an uppercut, but you must move in dangerously close to land a punch.

...and as you can see, it works pretty well!

Ultraman uses Burning Plasma to finish off each mutant creation...

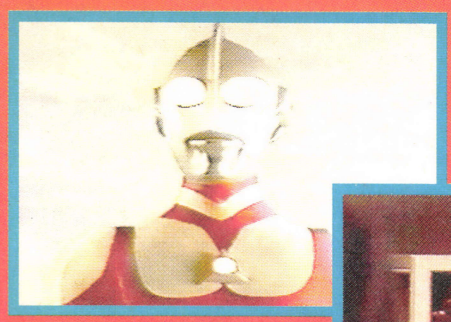
ULTRA



The Ultra Shield offers temporary protection against most types of attack.

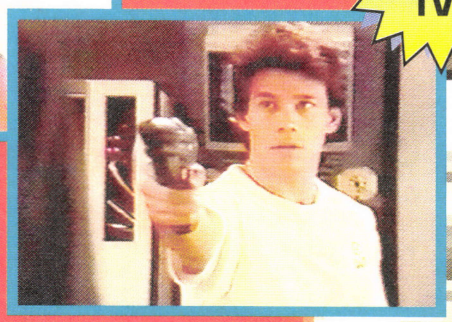
Stephen Poole

Bandai; 12951 East 166th Street; Cerritos, CA 95054

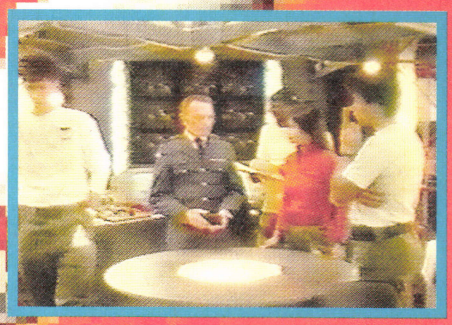


Ultraman readies himself for battle.

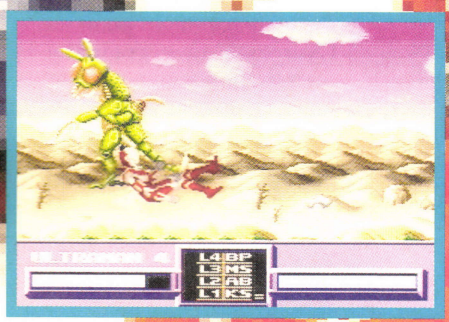
NOW ON TV!



Jack Shindo shows that he's not afraid of a little action.



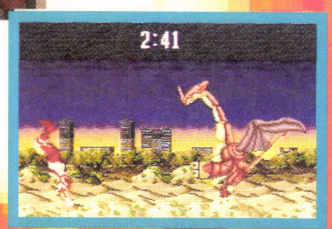
The UMA team discusses Gudis's next move.



The monster in the seventh stage won't hesitate to jump you.

AMAN

The Ultraman's spin-kick is lightning-fast.



What's this — a back flip? Ultraman proves he's as agile as he is big.

television show, "Ultraman: Towards the Future." What's more, the videogame is closely linked to the TV show, with many of the same monsters and with Ultraman performing the same sort of moves.

In the new half-hour show, Jack Shindo is a member of the UMA, a group of scientists who aren't afraid to get their hands dirty in combat. The UMA is hot on the trail of Gudis, so it's no surprise that they find themselves in scrapes with uppity mutant monsters on a regular basis. Despite their bravery, the young scientists of the UMA are no match for the monsters they encounter — it's up Ultraman to save the day.

The new "Ultraman," developed by Tsuburaya productions and the South Australian Film Corporation, is a far cry from the earlier series. Much of the show is shot on location in Australia, and the beauty of the landscape really shines through. There's no need to dub the show into English, thanks to an Australian cast. And the special effects, though not as good as what you might see in a multimillion dollar Hollywood production, are just as good as those found on many action shows currently in syndication.

Although there's a lot of interaction between characters in the TV show, the videogame is pure action, with Ultraman duking it out against a hefty assortment of monsters. To get through the game's nine levels, you must master a wide variety of offensive and defensive moves ranging from the ultra spin-kick to the ultra shield.

Even if you've conquered all the monsters in *Ultraman*, don't think that your work is over. You can never tell when a bevy of new monsters ready to smash our planet to smithereens will appear on the horizon....

GP

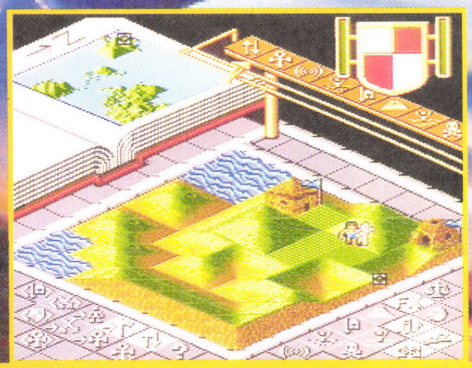
POPULOUS

To Be or Not to Be

Tom R. Halfhill

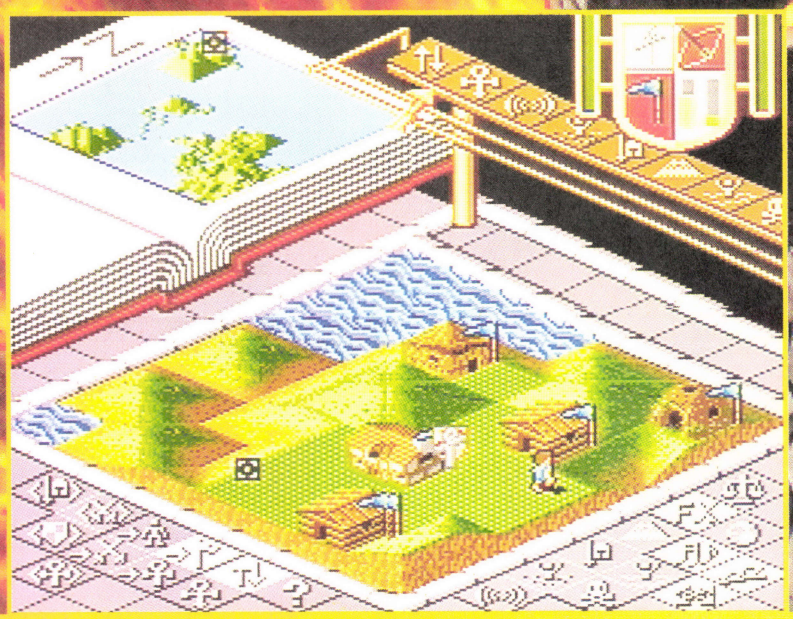
Populous is one of the most unique and intriguing strategy games ever. You literally play a god, matching wits with an evil deity controlled by the game system. Each god oversees a small tribe of people who start life on a very primitive level. By working miracles and influencing the behavior of your people, you help them grow more advanced, more prosperous, and more numerous. Your eventual goal is to overcome the evil god's people so you can advance to the next world.

Although you play a god, your control in *Populous* is a lot less godlike than in most other videogames. In fact, you have no direct control at all over the little people on the screen. They behave as if they have free will and go about their lives without your intervention. They explore the land, decide where to settle down, build homes, plant crops, bear children, and defend themselves against attackers — all with little or no action on your part.



In the beginning, there was Genesis. The first world is typical — tiny settlements of primitive people on small islands separated by a large body of water.

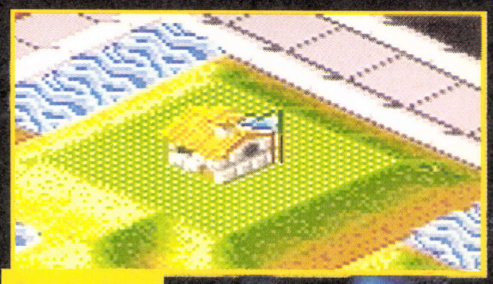
By flattening uneven terrain and creating new land, you make it possible for your people to plant more crops. Over time, they gradually improve their living standards. Their first shelter is a simple mud hut.



Here are the details of the main game screen. The Book of Worlds (upper left) is a map of the entire world; the area indicated by the cursor is magnified in the center of the main screen. The Manna Bar (upper right) is a gauge which measures how much power you command as a god; as your people grow more prosperous, you become more powerful and can work more miracles. The first group of Command Icons (lower left) allows you to influence the behavior of your people; you can tell them to settle, defend, invade, make a strong leader, and so on. The second group of Command Icons (lower right) lets you devastate the evil tribe with knights or natural events such as swamps, volcanoes, and floods. It also gives you control over various other game functions.

Log cabin

Stone hut with thatched roof



Stone cabin

Straw hut

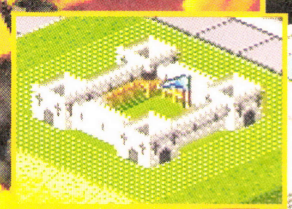
Timber and stone house, plus new neighbors

You influence their behavior in less direct ways. For example, you have the power to flatten out the land by lowering hills and filling in valleys. You can even create new land where nothing but water existed before. The more flat land you create, the more crops your people can grow. And the more crops they grow, the better their lives become. Your people learn to make more advanced tools; they build bigger houses, eventually progressing to castles and walled towns; and they bear more children, who grow up to leave home and build new settlements of their own.

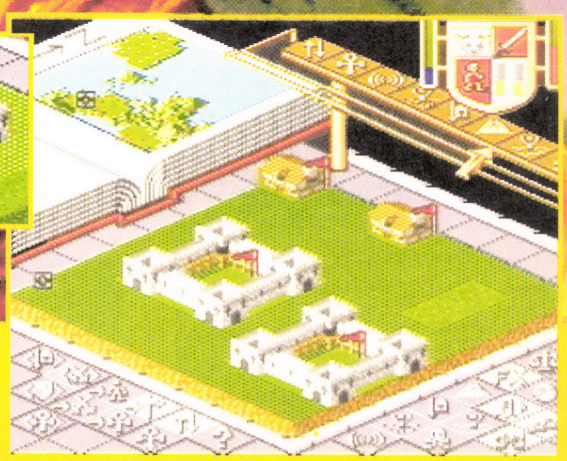
Meanwhile, however, the evil god is doing the same thing with his tribe of people. Pretty soon the world gets crowded, and that's when the war starts. One tribe invades the other's

Stone fort

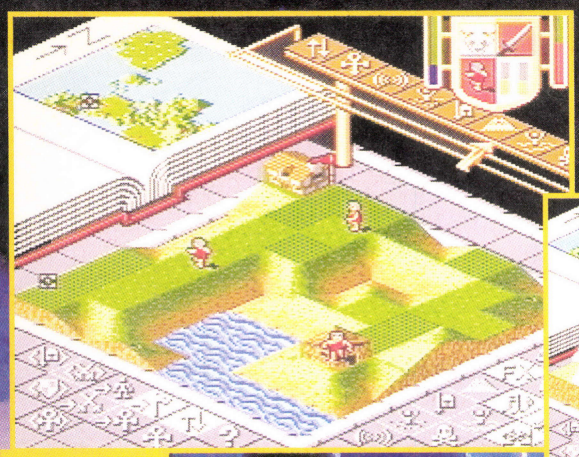
Small castle



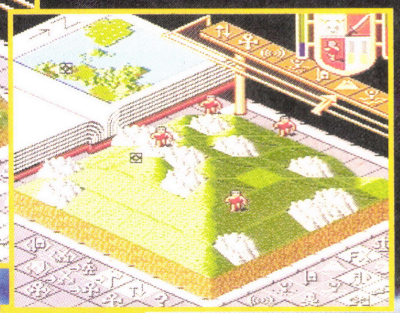
Fortified town



But the evil god isn't idle in the meantime. His tribe is also building farms, castles, and towns. If you have enough power (indicated by the Manna Bar), you can damage or wipe out some of their settlements.

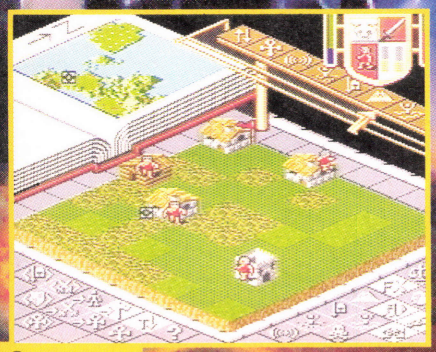


Earthquake



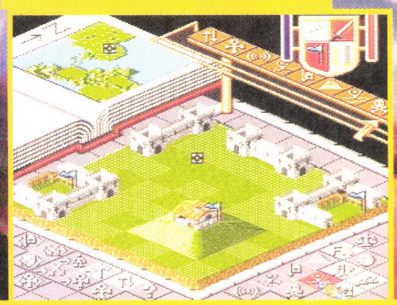
Volcanoes

Knights are ruthless. Once appointed, they wander at will through enemy territory, destroying everything in sight. This knight has already burned one cabin, and another is in flames.



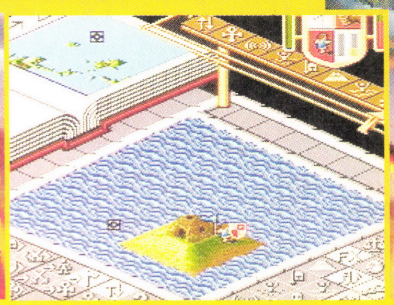
Swamps

The Great Flood: Before



By unleashing a flood, you can destroy all settlements on low-lying land. But watch out — don't drown your own people! For instance, this god has only one settlement on higher land...

The Great Flood: After



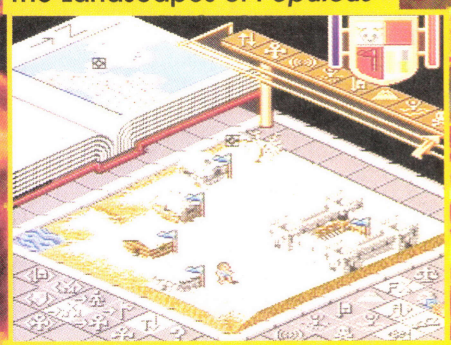
...and now all but one of his own people are gone, giving the evil tribe the upper hand. Notice how the map changed in the Book of Worlds (upper left).

territory, and the ensuing battles are fought hand to hand, farm by farm, town by town.

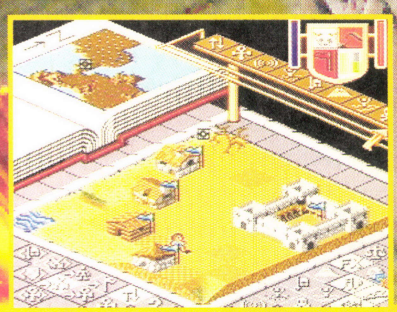
Again, you have no direct control over this combat, but you can use your powers to help your people. You can command them to build up a strong leader, and you can appoint knights who attack enemy farms and castles. You can wipe out evil settlements by striking them with earthquakes, swamps, volcanoes, and floods. You can even declare "Armageddon" — a cataclysmic event in which all the people of both tribes abandon their homes and join together for one final battle.

You can choose from nine other landscapes in addition to the basic Grassy Plains. This alters the appearance of the land, the people, and the structures. It also affects game play — some terrains make survival and advancement more difficult.

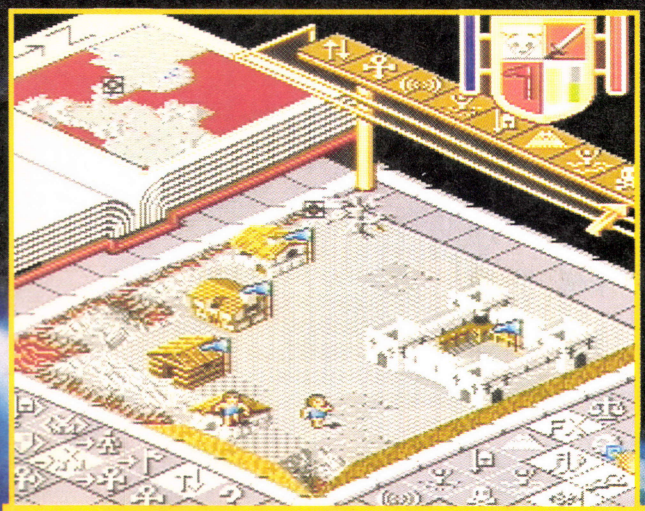
The Landscapes of *Populous*



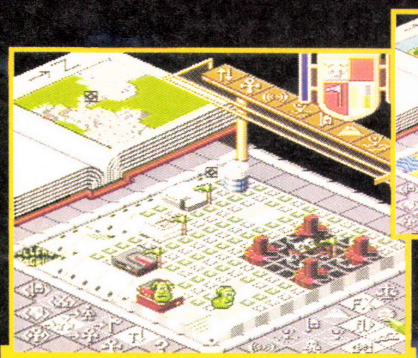
Snow & Ice: another hostile climate. Survival without a settlement is almost impossible.



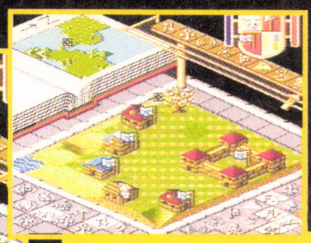
Desert: a harsh, dry environment. People can't walk very far without dropping.



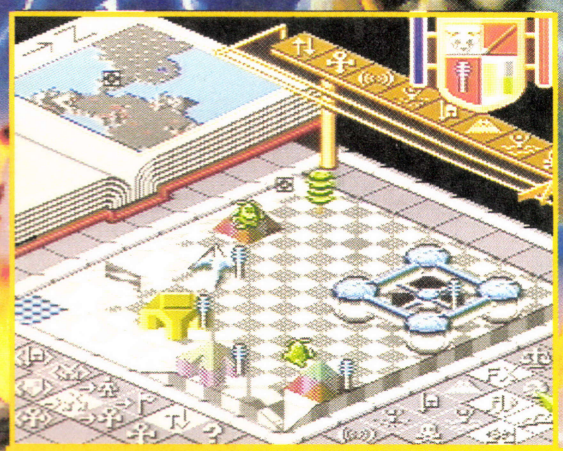
Rock & Lava: It takes a lot of your power to flatten this rocky land.



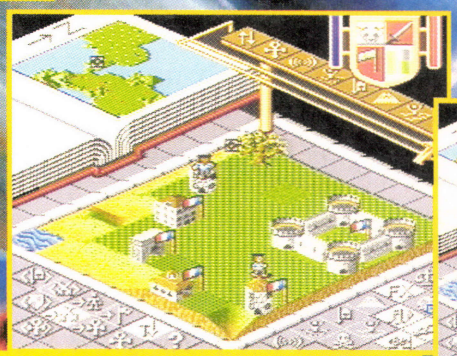
Cake Land: The landscape is a checkered tablecloth, and structures are cakes and candies. People are tiny mice.



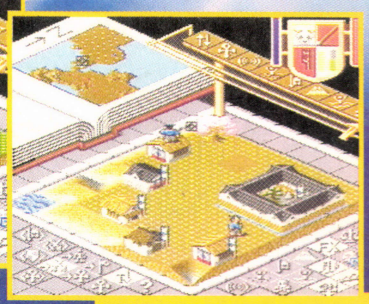
Piglet World: The terrain resembles Grassy Plains, but the people are little pigs, and knights look like wolves.



Silly Land: People are alien creatures and their settlements resemble space stations.

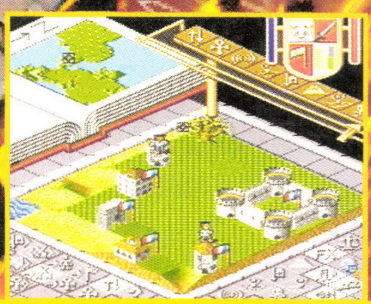


Bit Plains: People are computer bugs, and buildings are videogame machines and computers! You see everything from Game Boys and 8-bit NES systems to Super Famicoms and Cray supercomputers.



Japanesque: the architecture of medieval Japan. Knights are samurai warriors.

Although *Populous* sometimes requires fast action to keep up with a quick-witted evil god, it's definitely a thinking person's strategy game. It first appeared on the Amiga computer in 1989, then moved to the PC and Sega Genesis. The Super NES version is an outstanding translation whose graphics and features closely match all previous versions. With 989 worlds to conquer — each one different and more challenging than the last — it's a game you can enjoy for a long, long time.

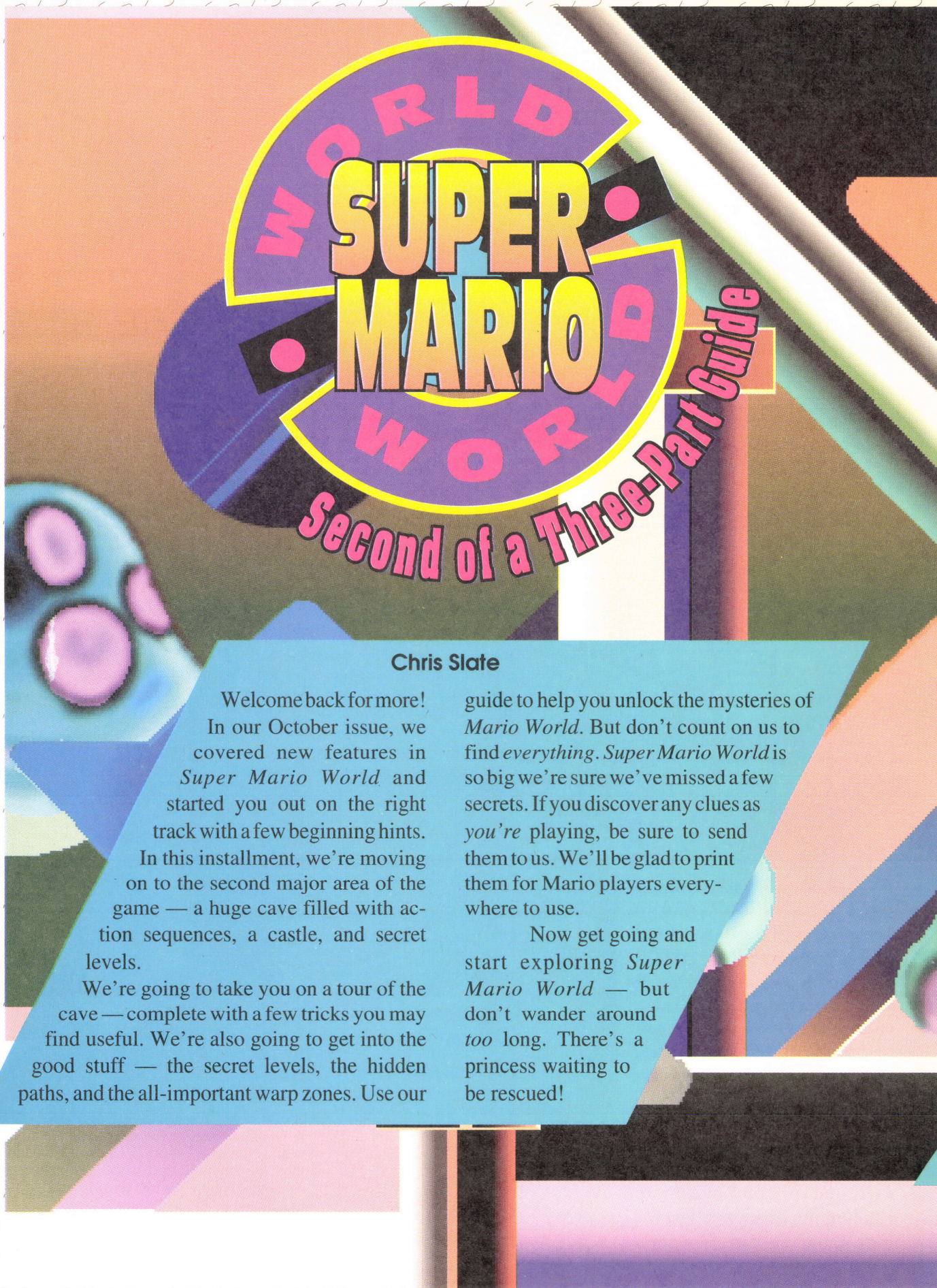


Francaise: a landscape dotted with European castles, towers, and arches. The good tribe's settlements fly the French flag.

If you overcome the evil tribe, the evil god challenges you to another contest on a more advanced world. Different worlds call for different strategies, and the evil god's skill and speed improve each time. There are 989 worlds in all, each with a password so you can resume where you leave off.

Acclaim; 71 Audrey Avenue; Oyster Bay, NY 11771

GP



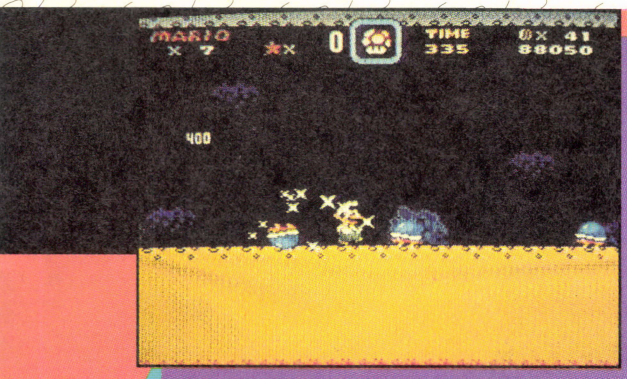
Second of a Three-Part Guide

Chris Slate

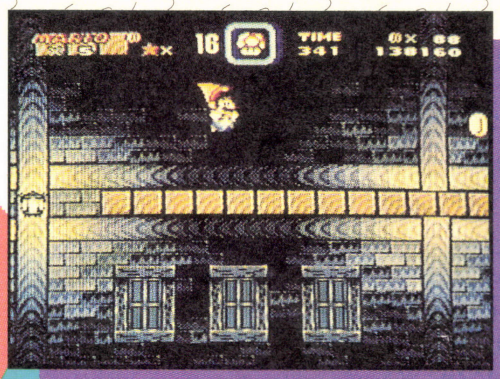
Welcome back for more! In our October issue, we covered new features in *Super Mario World* and started you out on the right track with a few beginning hints. In this installment, we're moving on to the second major area of the game — a huge cave filled with action sequences, a castle, and secret levels.

We're going to take you on a tour of the cave — complete with a few tricks you may find useful. We're also going to get into the good stuff — the secret levels, the hidden paths, and the all-important warp zones. Use our guide to help you unlock the mysteries of *Mario World*. But don't count on us to find *everything*. *Super Mario World* is so big we're sure we've missed a few secrets. If you discover any clues as *you're* playing, be sure to send them to us. We'll be glad to print them for Mario players everywhere to use.

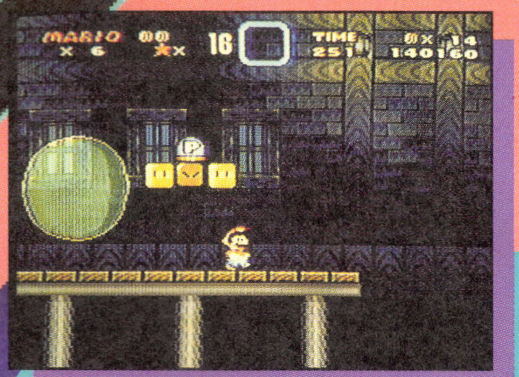
Now get going and start exploring *Super Mario World* — but don't wander around *too* long. There's a princess waiting to be rescued!



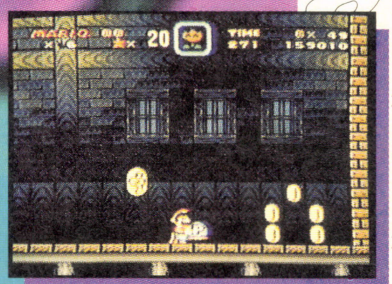
Once he's completed the second castle, Mario is allowed to enter a large lava-filled cave which contains a number of action scenes. Here Mario races along the top of a sinking platform. Be sure to grab the star before continuing.

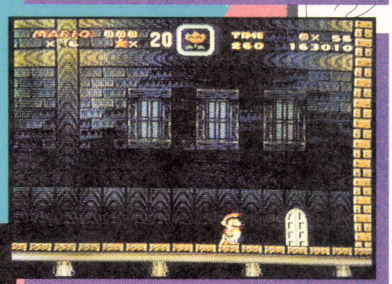


There's a long platform hanging out of sight in the ghost house. To reach it, you need a feather. Look for one in the "?" block found just before the large ghost.



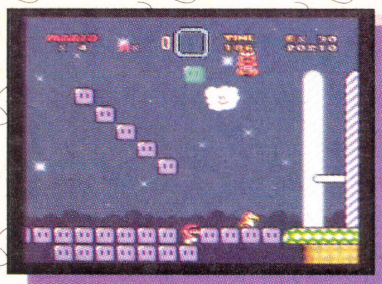
Don't get slimed by these green ghouls. Dart your way around them and grab the P-block hidden in the center stone.

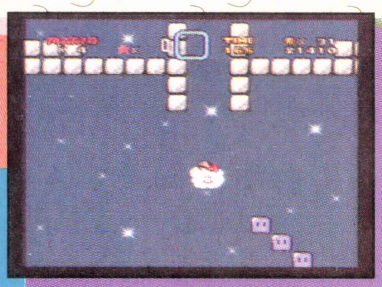




Carry the P-block past the first door and drop it beside the archway formed by five coins. When you grab all the coins and hit the P-block, a hidden exit is revealed!

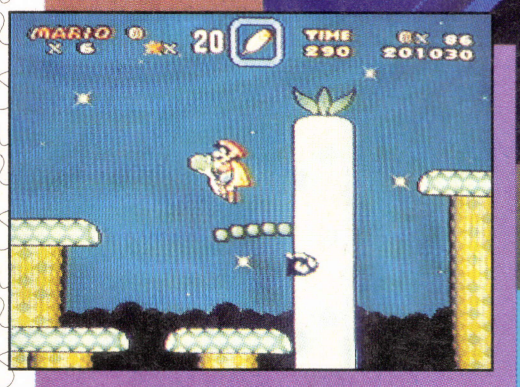
Look out for these goofy dragons. They charge out of the lava and head for your raft. Keep an eye out for these floating blocks, too — one of them contains a one-up.



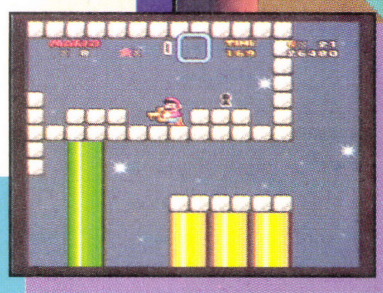


This yellow pipe takes Mario out of the frying pan and into the icebox! This small underground ice cavern is easy to get through, and it acts as a valuable shortcut as well.

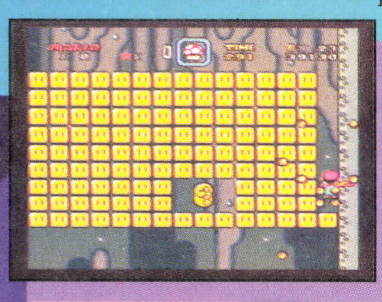
When you reach these two pipes, a turtle shell begins to bounce back and forth between them to block your way. Hop on it to stop it from moving, then kick it upward at the block. Look — a hidden Dino!



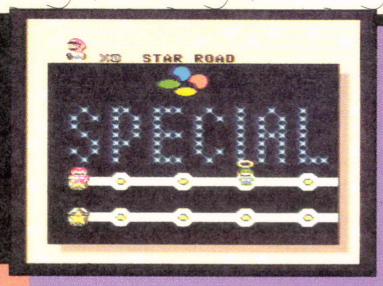
Use the tree limbs in this stage as springboards. Just be careful not to leap into an oncoming Bullet Bill. If you have the cape, maneuvering in the air is much easier.

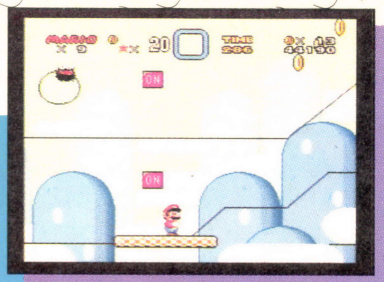


Just before you get here, use the lower tree limb to bounce to the bottom platform. Now hit the only regular block there — a one-up mushroom pops out. You need to change the mushroom's direction so that it goes left. Do this by hitting a "?" block as the mushroom moves over it. Now run back to the left and pick up your prize.

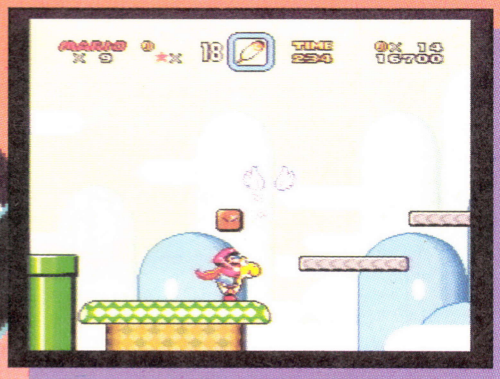


You begin the third castle stuck on a platform with no way down. If you're Super Mario, you can spin on top of a block to create a hole. If you're regular Mario, you must wait for a wizard to shoot one out for you.



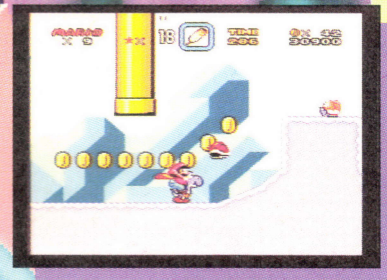


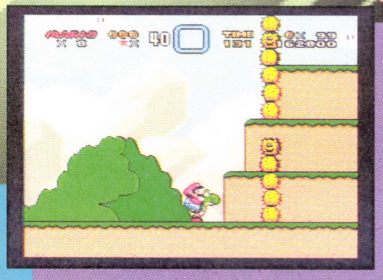
Quickly dodge around the wizards' shots, grab this P-block, and carry it just past the floating door to the right. Grab the three coins stacked vertically on the right, then hit the P-block. The other coins form a bridge to the door!



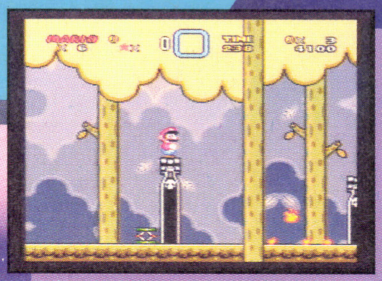
In the boss's room you find three koopas who randomly pop out of pipes along the floor. Hop on the one that doesn't match the other two — three hits is all it takes.

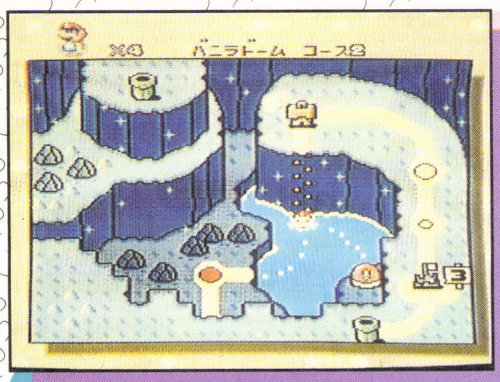
Here's how the entire cave section of *Mario World* looks once it's completed. But every Mario fan knows that there's more to this game than just playing straight through! Now you can explore alternative routes.



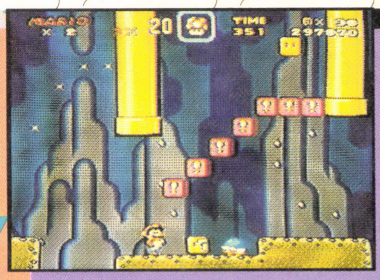


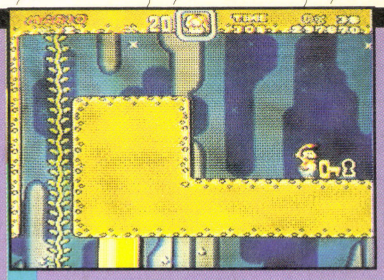
First, return to the second scene in the cave — the one that's located in a pond on the map screen. After surfacing from the second pool of water, go left and grab the P-block. Carry it to the brick wall and use it there. Next go down the path on the left (the one filled with coins). You can find a key and keyhole down here.





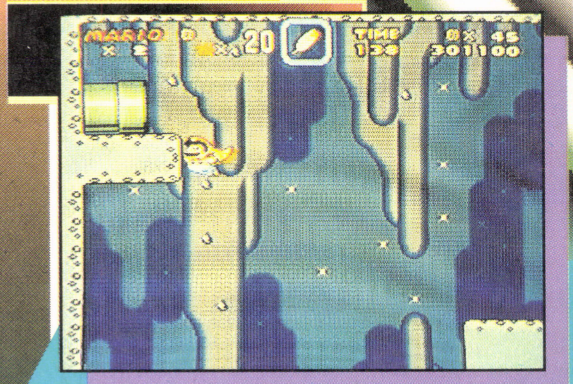
When you return to the map screen, you find that a new block station has appeared to the right. Swim over to it and release all the special blocks.





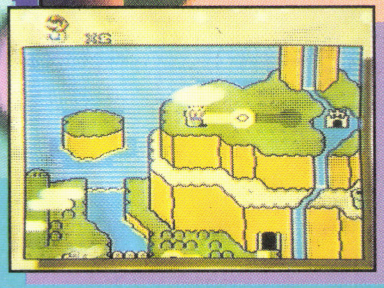
Now go back to the first scene in the cave. The blocks that you released have formed stairs leading to a block you couldn't reach before. That block holds a vine that takes you to another keyhole!

Another new path appears to the left. Obviously, this should be your next destination.



Climb up through this stage — and be sure not to miss the feather hidden in a block to the left. After climbing the two vines, you reach a long platform. Use this space to build up speed and fly to a pipe tucked away in the upper left. This pipe leads to a secret exit.

Aha! Now you see why you took such an out-of-the-way path! You've found the second entrance to Star World, which allows you to warp to different places.

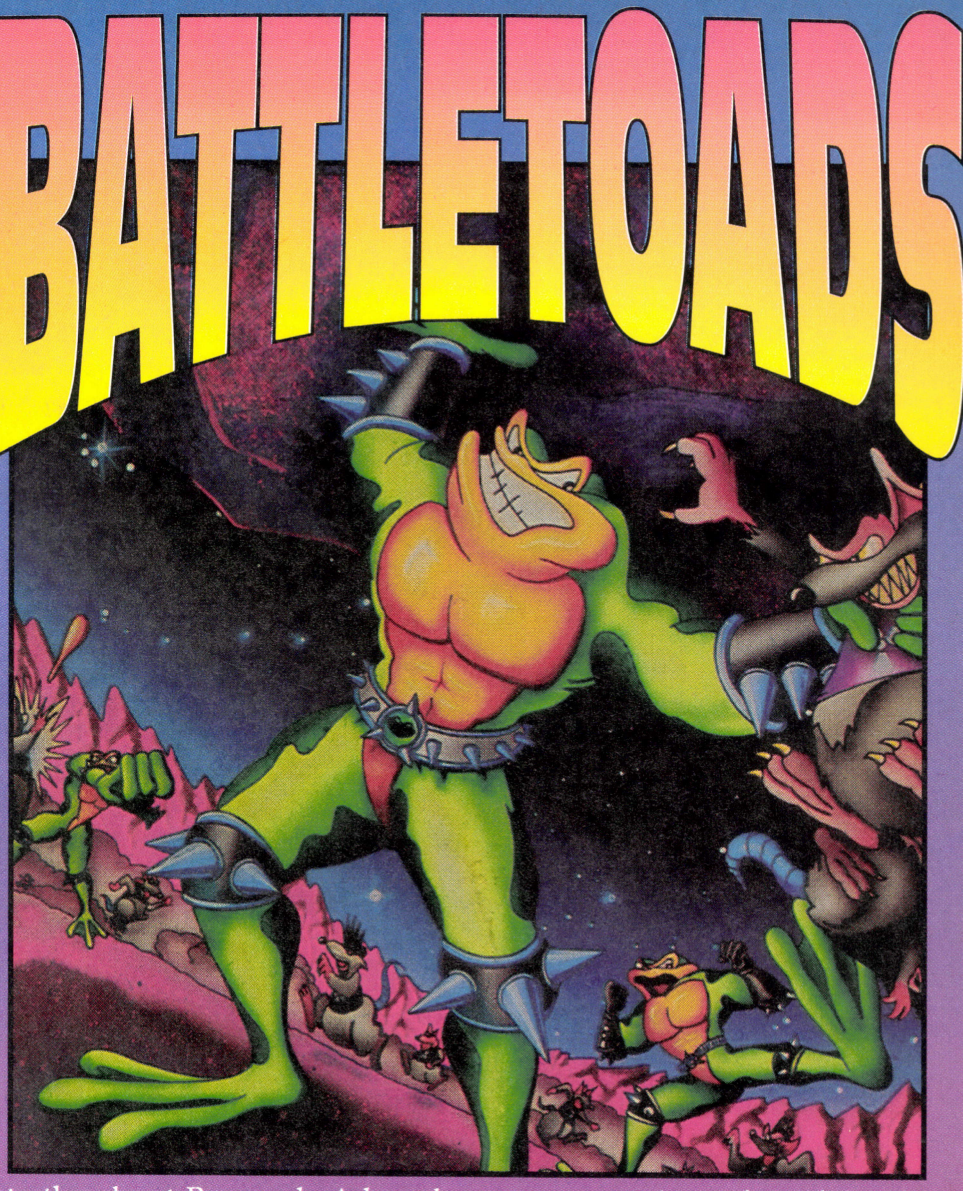


One last note: If you go back through this level without using the secret exit, yet another secret path opens up. This one leads to a pipe which takes you to a secret castle! There are still countless paths to be found, so be sure not to miss our third installment of *Super Mario World* in the December issue.

NINTENDO GAME OF THE MONTH

Richard Lashley

BATTLETOADS

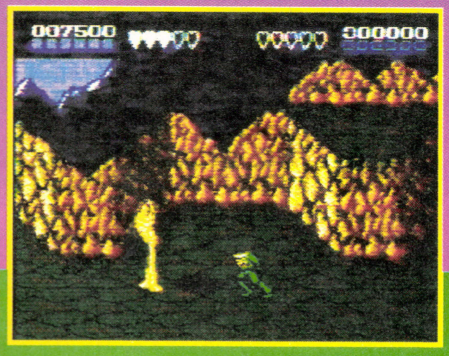


Big, green, and tired, Zitz stares out of a portal on the starship *Vulture*, wondering how so much trouble ever found him. But Zitz and his fellow Battletoads, Rash and Pimple, aren't the type of amphibians who sit on a lilypad and wait for life to buzz by. They're warriors. In the Canis Major region of the universe, the Battletoads are heroes after their defeat of the demented Dark Queen. Now the Toads are finally going home, accompanied by the beautiful Princess Angelica.

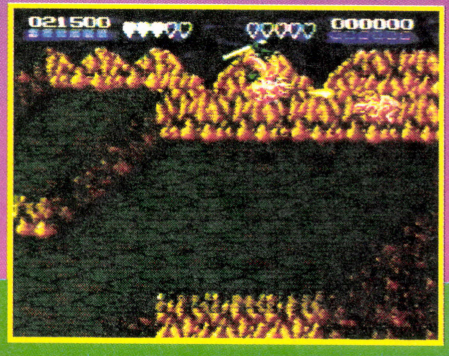
However, when three toads and a princess get together, something is bound to happen. To break up the monotonous journey home, Pimple and Angelica go for a joyride in a Toadster — and disappear.

With one eye on the road and the other on Angelica, Pimple never sees the *Gargantua*, the Dark Queen's flagship, sneaking up behind their Toadster. They're quickly swallowed by the massive ship. All that's left is a last-second distress signal, bleeping through space.

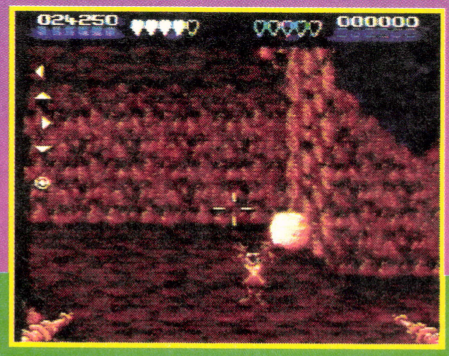
Zitz and Rash follow the signal to the planet Ragnarok. A brutal fight lies ahead. To reach the Tower of Shadows where Pimple and Angelica are held, Rash (in the one-player mode) must navigate 12 difficult stages. Psyko-Pigs, Saturn Toad-Traps, and lethal surfing contests are just a few of the obstacles to face. But when the going gets tough, the Toads get going.



As soon as you enter Ragnarok Canyon, mysterious dots of light dance around your head. When they collide, a Walker appears. After destroying the Walker with a few well-placed Nuclear Knuckles, you can use one of its legs as a weapon.



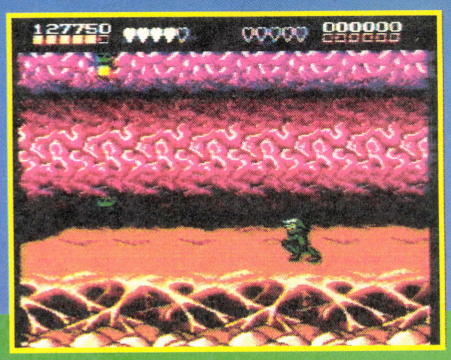
Use the Walker leg to bat a flying Psyko-Pig out of the sky, then hop on his back. Now you can fire a laser to dogfight (pigfight?) with other Psyko-Pigs.



When you battle the Tall Walker, you'll view the fight through the eyes of the *Walker*, even though you're still controlling your Battletoad. To defeat the Walker, wait in a corner until he shoots, then grab one of the balls left behind. Hurl the ball at *yourself*—you're watching the fight from the *Walker's* point of view, remember?

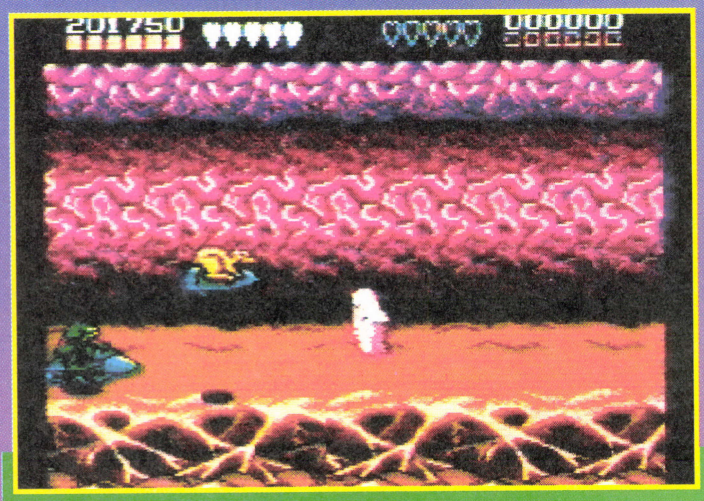
As you swing down into Impact Crater, the ravens peck on your rope. Stay near the side of the crater, press the B button to transform into a wrecking ball, and swat the birds. Some ravens leave behind swords.

When you're in this hole, it's important to maintain control and take your time. Otherwise, you'll ram into these Electro-Zappers. They move in patterns, so give yourself room to adjust to their movements.

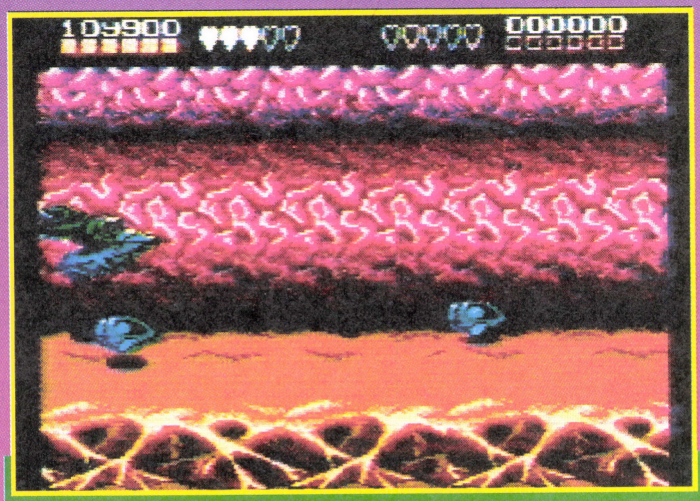


Deep in the volcanic core of Ragnarok lies the Turbo Tunnel. As soon as you enter this underground speedway, tiny Invaders steal your life energy. Punch them out to reclaim your energy.

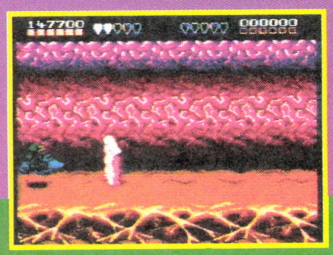
As you jump from island to island, be alert for ambushes by the Giblets. Stand in the middle of the island and attack with your Big Bad Boot.

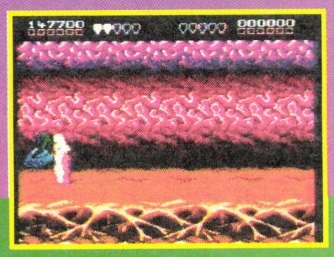


When you hop on a Speed Bike, it's off to the races. And this race has no rules. Be ready to dodge the Rat Rockets that buzz by and drop stone tablets in your path.



To get by the Rat Pods, stay at the top of the screen and jump over them.

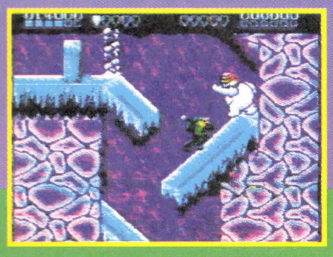


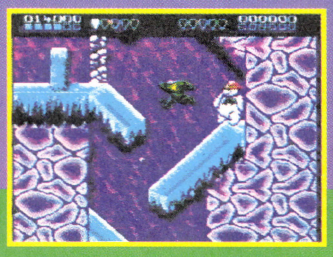


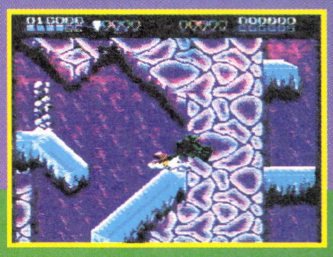
The pace gets incredibly quick as you approach the finish line. It'll probably take a few rounds before your reflexes adjust to the demands of this section.

Almost as tricky as it is slippery, the Ice Cavern is a maze patrolled by malicious snowmen. They'll throw two snowballs at your head, then one at your feet. You can easily dodge their icy volleys before returning fire.

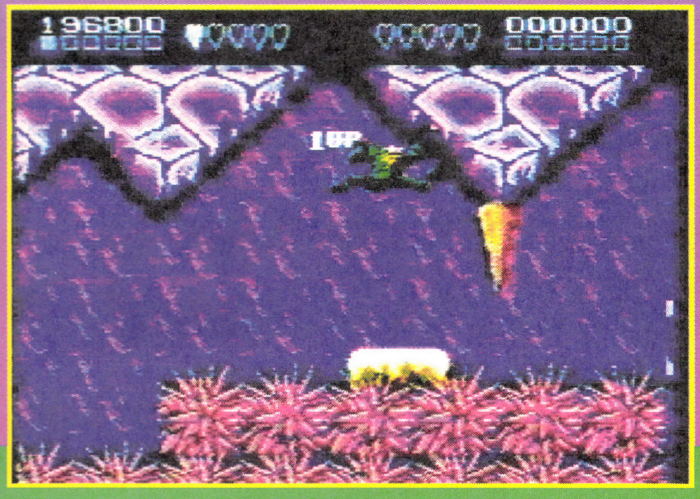
Never let your guard down. In this cave, even common stalactites can be dangerous! Whenever you see these crystalline booby traps, run underneath them or you'll get jabbed in the head.



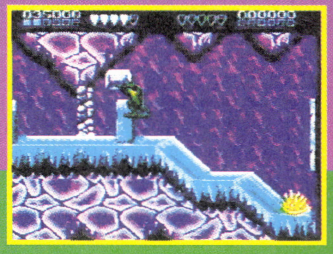


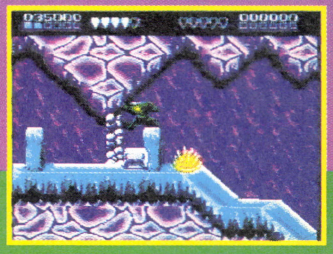


This snowman is hard to defeat. Jump onto the ledge below him, then immediately bounce over to the ledge at the upper right corner. Finally, leap over and crush him into the ice.



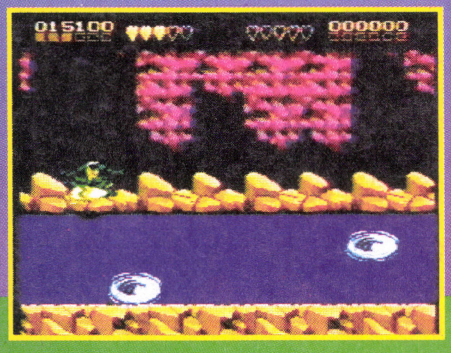
Halfway through the cavern, you'll find a one-up floating at the top of this tunnel. Quickly jump off the platform you're riding, grab the extra life, and then land in a crouched stance to avoid impaling yourself on the stalactite you're approaching.



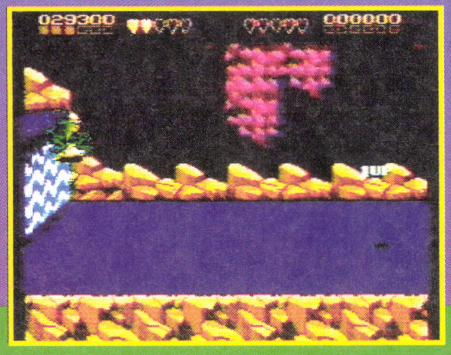


Ice blocks aren't just part of the scenery — you can toss them to demolish stone walls.

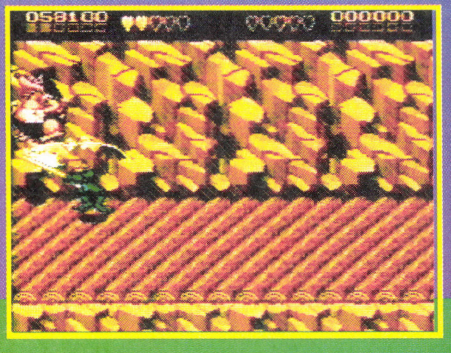
When no ice blocks are handy for shattering walls, stand next to the obstacle and wait for a hedgehog to appear. When the hedgehog charges, jump over it at the last second. It'll sail by and ram the wall out of the way for you!



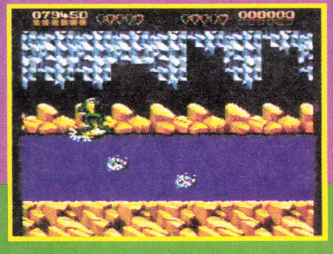
After sliding out of the Ice Cavern, you'll plunge into Surf City. Riding the Space Board is easy in this first section — all you have to do is weave between the whirlpools.



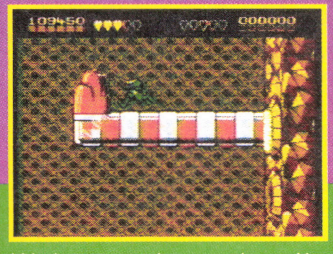
As soon as you plunge over the first waterfall, look for this one-up hovering in the mist at the bottom.



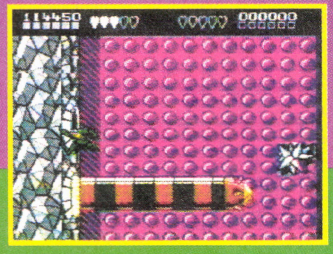
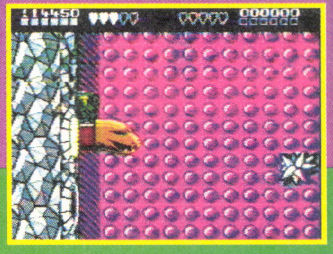
The Dark Queen's top rat, Big Blag, is one ugly dude. He's also easy to beat if you use a Walker leg. Just trap him in a corner and start pounding. It'll take many solid hits to beat him, though.



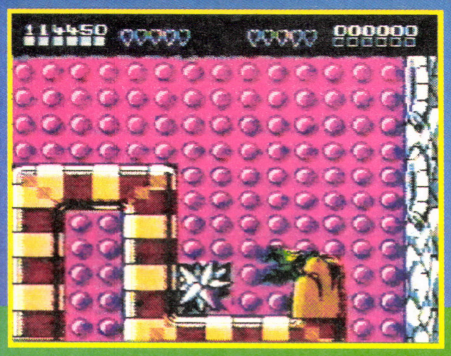
On level 2 in Surf City, stay near the river bank to avoid hitting the mines dotting the surface of the water.



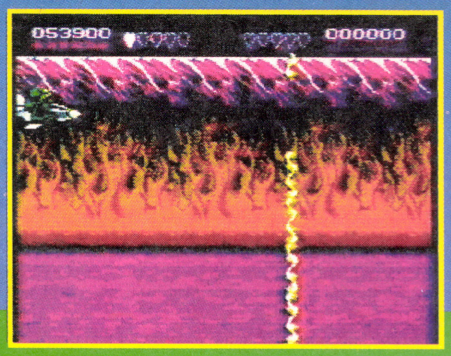
Welcome to a toad's nightmare — the Snake Pit. Jump on the flying snake's back and be ready to move. The snake changes direction in midair, making this a tricky ride to the top of the pit.

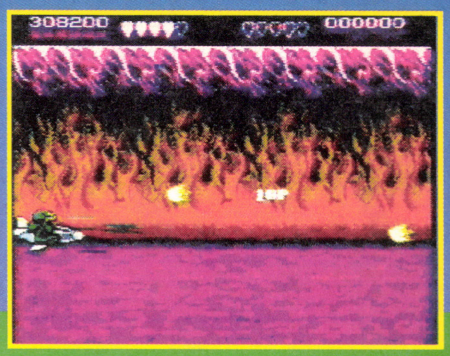
As the snake slides into a hole in the wall, wait until the last possible second before jumping off the end of his tail. Then hop onto the next snake that appears out of the hole above you.



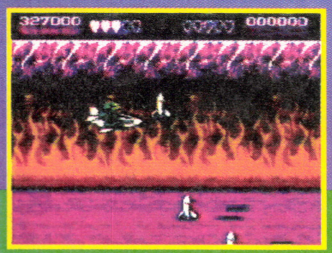
The Snake Pit gets more difficult on each level. This time around — in addition to hanging on to the snake's slithering, metallic scales — you must also dodge some spiked balls.



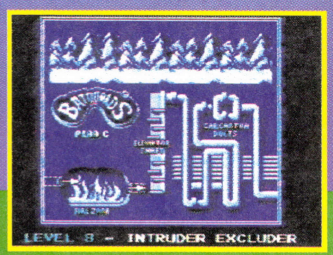
There's nothing friendly about the skies in the Fire Zone. Fly your Toad Plane over the bubbling lava and weave your way through the staggered holes in the force fields.



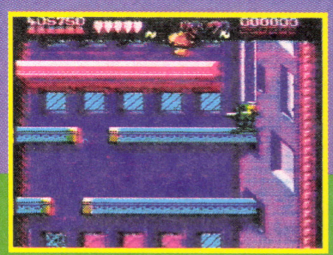
On level 2, stay in the middle of the screen as you dance around the incoming fireballs. This leaves you more room to dodge, and you'll find an extra life, too!

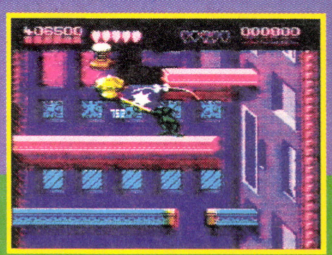


On level 3 of the Fire Zone, anti-toad missiles fill the sky. These projectiles are fired from both above and below you. To avoid being hit, repeatedly fly from the top to the bottom of the screen.



After completing each stage, you can orient yourself by studying the tactical map.

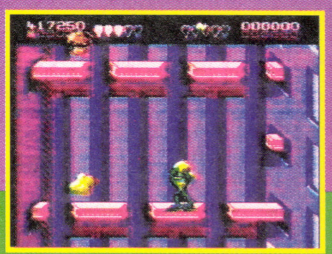




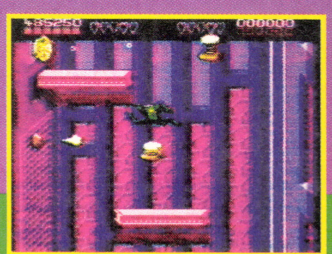
The elevator shaft tests your talent for hopping. It's important to look before you hop, though. Murderous sentry drones block your path, but their shots are predictable. Make your move between blasts.

Spring platforms increase your hopping range, but this can hurt you as well as help you. If you're not careful, your longer hops can launch you into the electric bolts flicking between the beams.

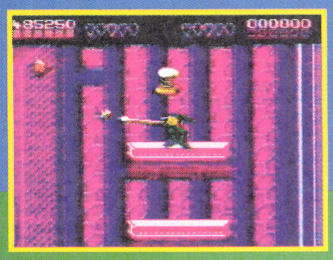
One-ups always seem to be found in hard-to-reach places. It takes a delicate touch on the controller to bounce across these spring platforms and reach this prize.



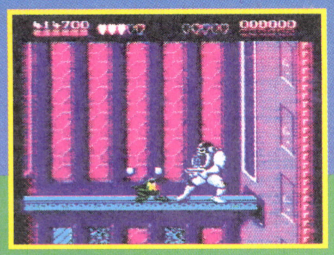
Just when you think you've seen everything, you're attacked by Snot Balls. It's almost impossible to avoid this animated slime, so just peel it off and *move!*

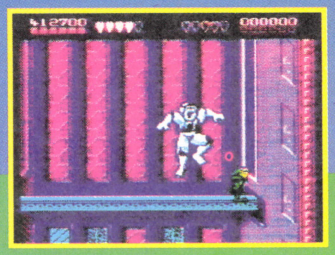


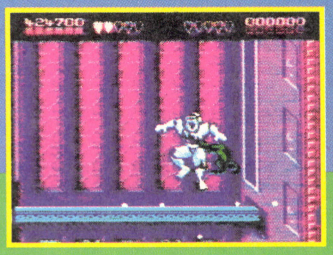
The Gassers and the bubble-blowing Suckas are a constant threat in the elevator shaft. When the gas clears and the bubbles are gone, it's safe to move by them.



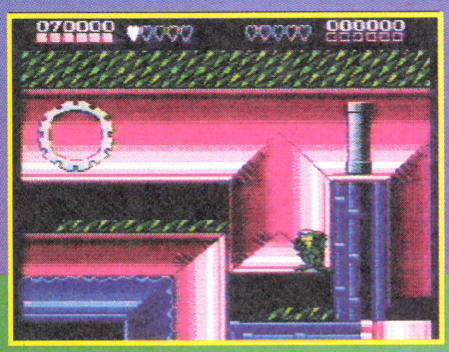
Throughout Ragnarok, you'll be harassed by pesky flies. Just do what comes naturally (for a toad, that is) — stick out your tongue for a fresh meal and some life energy!

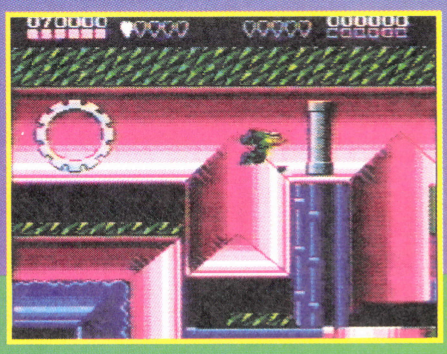


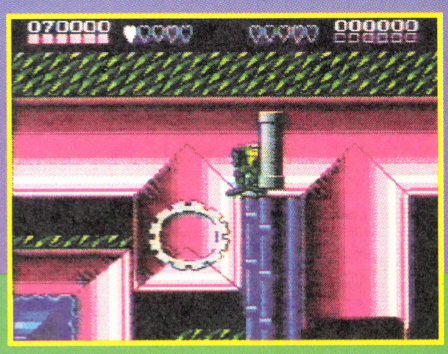




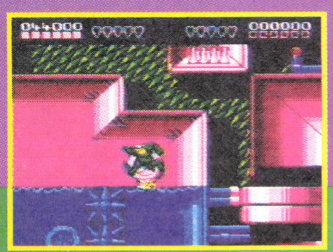
At the top of the elevator shaft, Robo-Manus is ready to stomp some toad. He starts out a bit sluggishly, but steadily gets quicker as the battle rages. Duck his shots, then give him the Big Bad Boot. It helps to have lots of lives in this battle — he's tough.



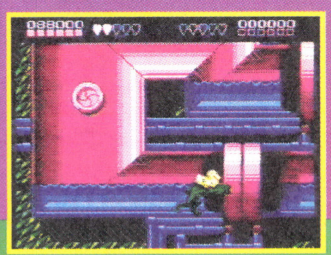


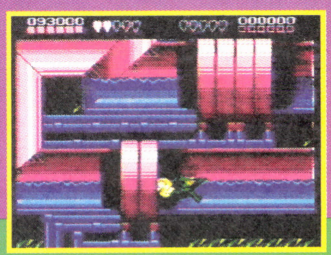


Inside the Dark Queen's flagship *Gargantua*, the dark coziness of the ducts makes you feel at home...except for the gears tumbling through the pipes. This pit with no spikes appears to be a safe hiding place, but it's really a trap. Instead, hide in the pits *with* the spikes.

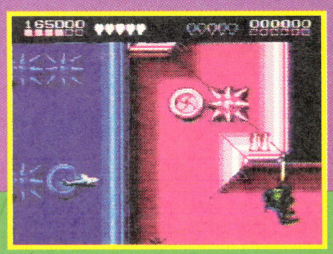


When you come to these submerged maces, float to the surface and stay close to the spikes. As soon as you reach stale air, press up on the controller and hit the A button to leap over the spikes.

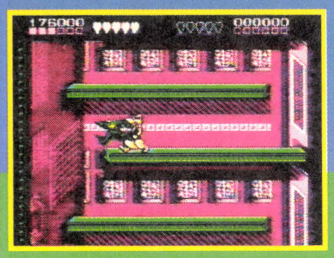


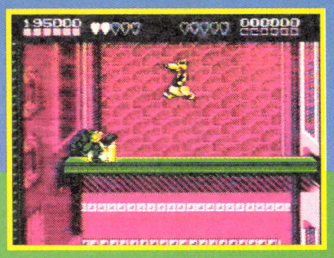


To pass by this Steel-Beak, hit him from behind with a Kiss-My-Fist punch. Never attack these rusty ducks face to face, because their beaks are razor-sharp.

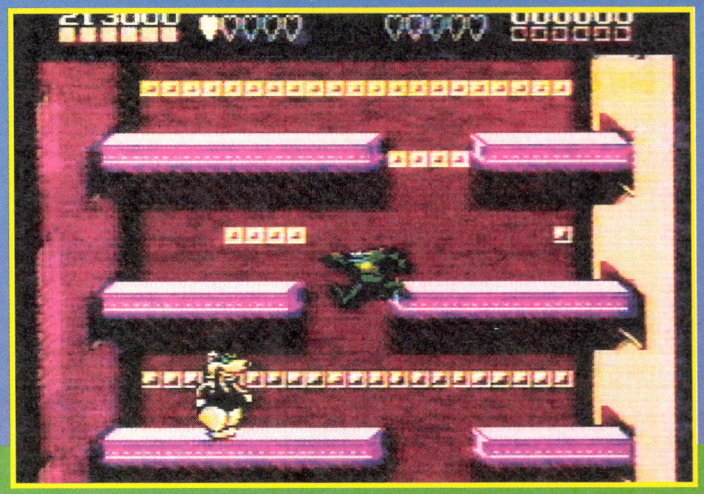


To exit the tubes, use a helicopter stick and fly down the right side of this shaft. Otherwise, you'll impale yourself on the spikes near the exit.

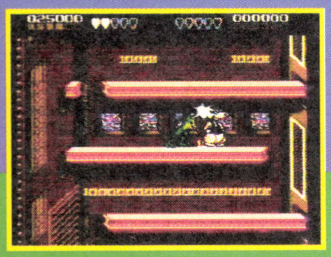


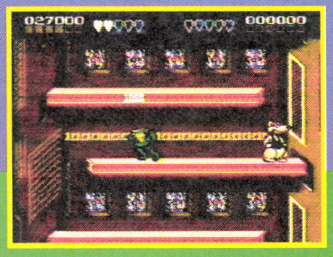


The Dark Queen knows you're inside the *Gargantua*, and she's sent Scuzz to destroy it. He may be expendable, but he's also fast on his claws. Beat him in a race to the bottom of this shaft and use the bomb to blow him up.

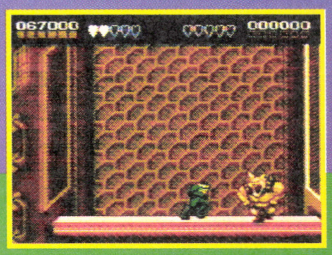


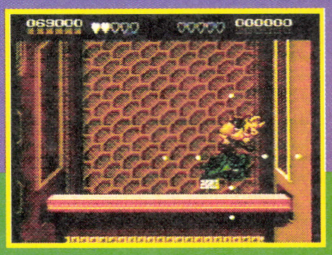
On level 2 in the *Gargantua*, Scuzz is much quicker than he was the first time. But you can catch up with him on these floating beams, because he always takes the long way through.



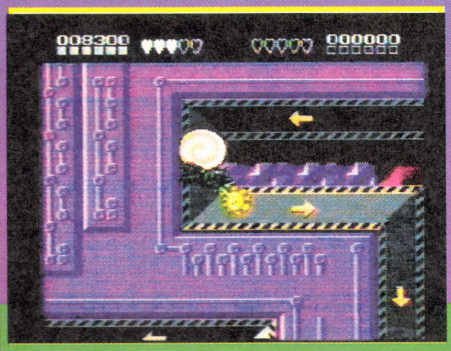


On level 3 in the *Gargantua*, Scuzz is incredibly fast. Your only chance is to attack him when he's stumbling through the floating beams. A solid punch sends him running in the wrong direction.

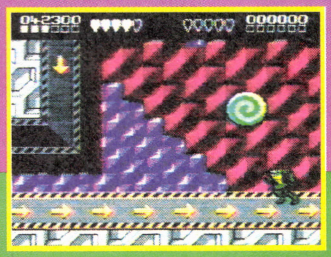


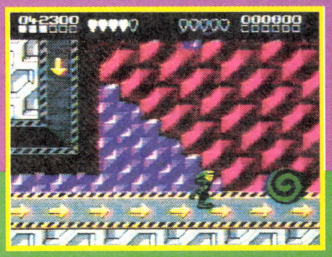


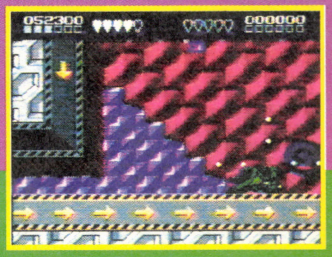
General Slaughter is the commander of the *Gargantua*. This battle-scarred soldier gets faster as your fight continues. To defeat him, attack with your head-butt. Also, if you die, you're briefly invincible when you get a new toad, so use the time wisely.



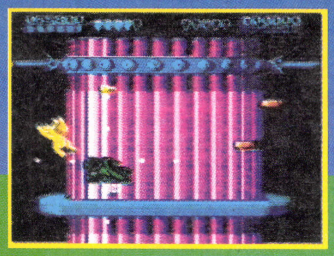
The second stage aboard the *Gargantua* is a wild race through the ship's passageways while riding on Clinger Wingers. When you're cutting the corners, anticipate the turn so you can zip right through and gain speed.

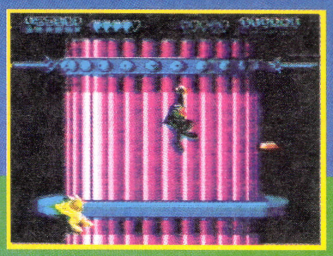




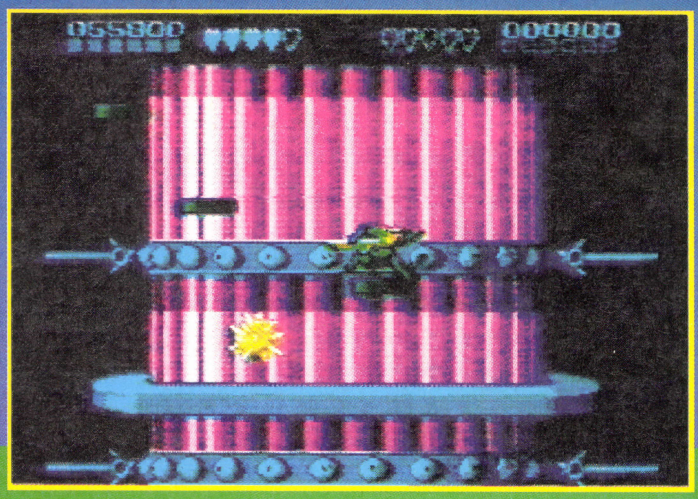


If you survive your tour of the *Gargantua*, your next obstacle is the Hypno-Orb. As it bounces around, run back and forth across the screen. When the orb lands, pick it up and slam it into the ground. Finish it off with a head-butt.

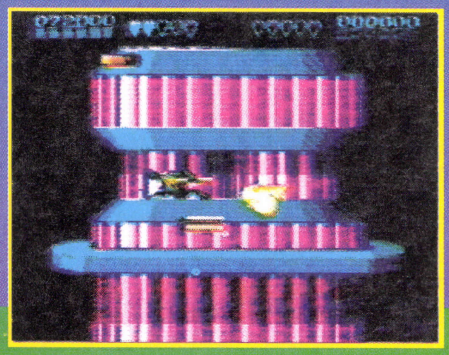




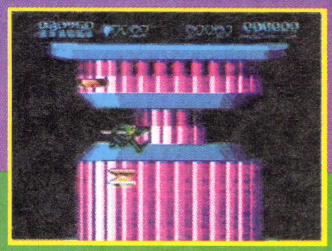
In stage 12, you climb the Tower of Shadows. As you direct your toad left or right, the tower rotates accordingly, spinning enemies to the other side and then back into your face. Use a head-butt against this Hornhead so you can grab the Flag Pole weapon.

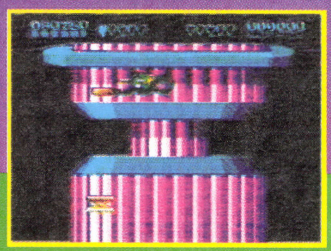


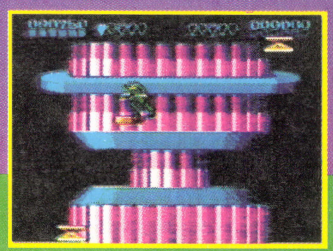
As you spin the tower, stay alert for booby traps that appear out of nowhere. At this spot, for instance, you should run to the right and jump over the mine when it swings around.



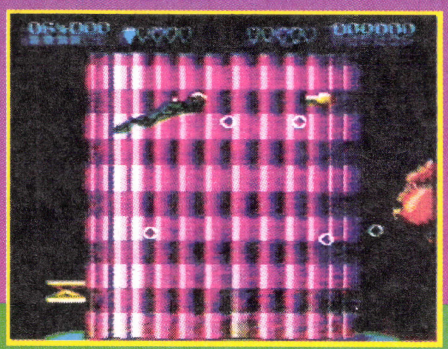
More frustrating than threatening, the Swellcheeks float up and down this tower, trying to blow you off the narrow ledges. Hitting them is easier with the long reach of your Flag Pole.



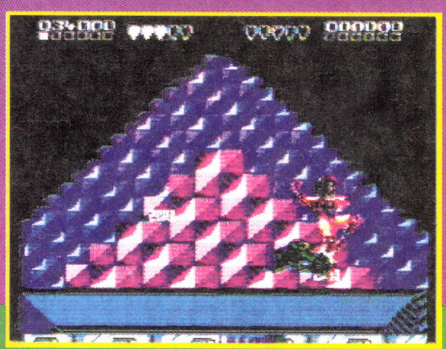




The Tower of Shadows has some of the most complicated series of platforms ever seen in a videogame. It takes a lot of skill, and even more patience, to reach the top.



This red-headed foe has powerful lungs that unleash hurricane-force winds. A Flag Pole jammed into the side of the tower makes a convenient handhold — *hang on!*



At last — you're going toe-to-webbed foot with the Dark Queen! Her beauty is matched only by her black magic, which she uses to transform herself into a powerful cyclone. This is a desperate battle, but no one said being a Battletoad would be easy.

Tradewest, 2400 S. Highway 75, P.O. Box 2097, Corsicana, TX 75110.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY™

WACKY NEW ADVENTURE

Lisa M. Bouchey

Imagine going away to summer camp and finding Springfield's bad boy, Bart Simpson, in your cabin. From short-sheeting the counselor's bed to doing unspeakable things with the clay in crafts class to starting really gross food fights in the mess tent, the day wouldn't be long enough for all the trouble you could cause. Think of the fun you'd have — unless, of course, you were a resident of Camp Deadly.

"Iron Fist" Burns, the nephew of Homer's boss, Montgomery Burns, runs a tighter camp than Monty does a nuclear power plant. He's determined to whip Bart into shape, but since the thought of spending two months under Burns's iron thumb isn't exactly Bart's idea of fun, he decides to make a break for it and head for the comforts of home and cable TV.

Bart Simpson's Escape from Camp Deadly, released less than a year after *Bart vs. the Space Mutants* for the NES, is in some ways better than that earlier game. The characters are more proportionally sized for the screen, the game play is smoother, and the idea behind the game is more down-to-earth (literally) Simpsons' fare.

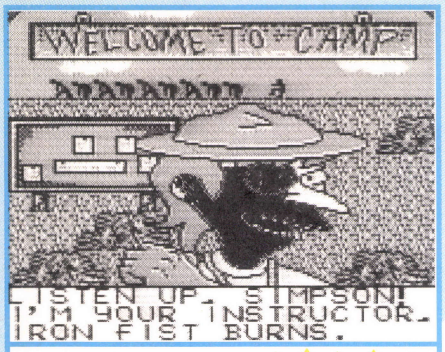
If the game does have a drawback, it's that it needs more variety. The forest and mess-tent levels are repeated several times with little variation, and it's a bit slow — although no slower than some other Game Boy adventures.

Besides, you'll want to enjoy every moment of helping Bart beat Nelson and his brutish bully buddies in the flag-capture activity. And since there's nothing on the menu that whets Bart's appetite (tofu burgers, broccoli, and spinach pizza ... yech!), you might as well throw it at the bad guys.

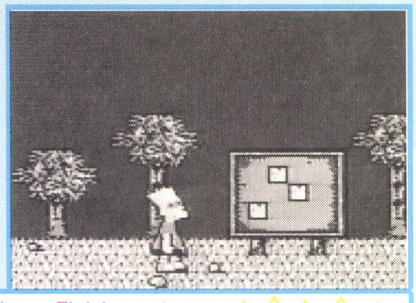
Of course, Bart can't escape from Camp Deadly all on his own — he needs some help from Lisa, the brains in the Simpson family. Usually she shrinks in disgust from her brother's schemes, but Lisa's having a miserable time at Camp Deadly, too, so she's on hand to provide special outfits and weapons. Bart has to furnish his own spitwads, though.

More accessible to the average game player than *Bart vs. the Space Mutants*, *Bart Simpson's Escape from Camp Deadly* is challenging and fun to play.

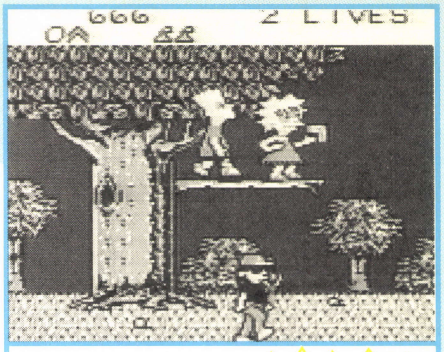
Acclaim 71 Audrey Avenue; Oyster Bay, NY 11771



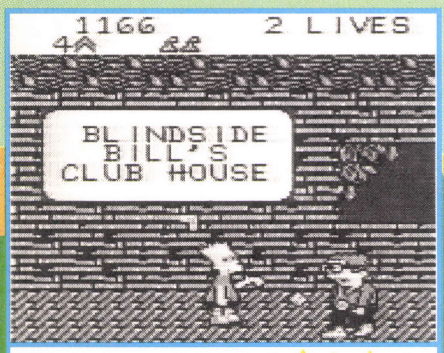
"Iron Fist" Burns rules Camp Deadly with, well ... he's a tough cookie. His top priority is whipping Bart into shape — but better men than Burns have tried.



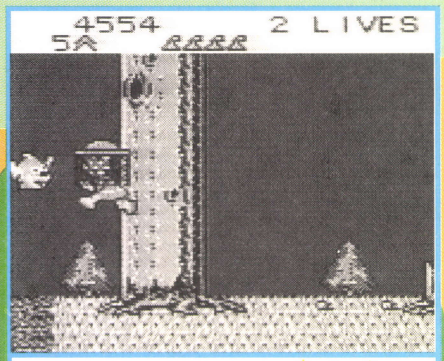
Iron Fist has organized a full slate of activities for his wards, pitting the entire camp against Bart. Before each activity begins, Bart can read about it on one of the camp bulletin boards.



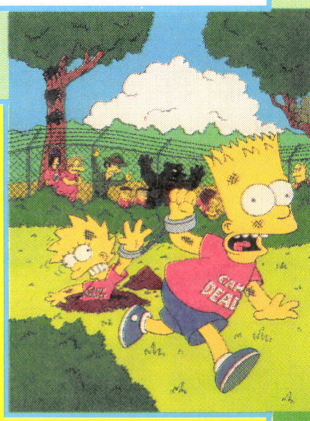
There's only one friend Bart can count on in this outdoor adventure — his sister, Lisa. She's on hand when you need her most, armed with boomerangs or helpful packages.



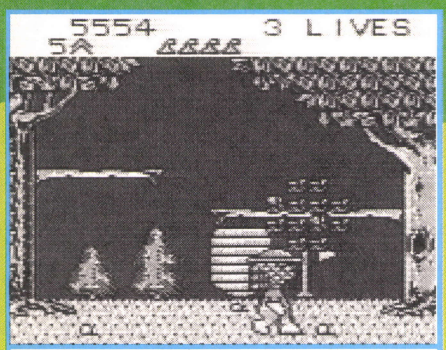
Go ahead and climb the trees in these woods, but be on your toes if you stumble into an enemy tree house. The first one belongs to Blindside Bill — his nickname tells you all you need to know to defeat him.



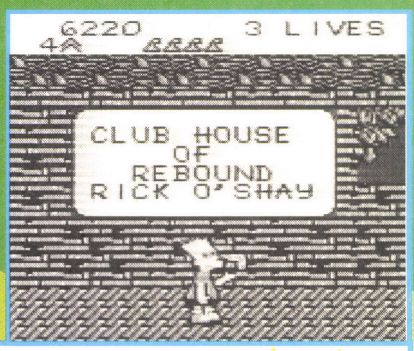
Grabbing Krusty the Clown faces gives Bart an extra life.



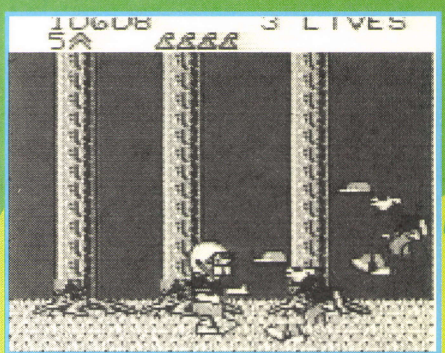
Although it may be against Bart's better judgement, go ahead and set killer Krimel Koogan free when you find him hanging from Iron Fist's trap. Make sure you approach him from the trees instead of the ground, or you'll be his next victim. Once you free him, he helps you defeat the level boss and gives you some candy in the mess tent.



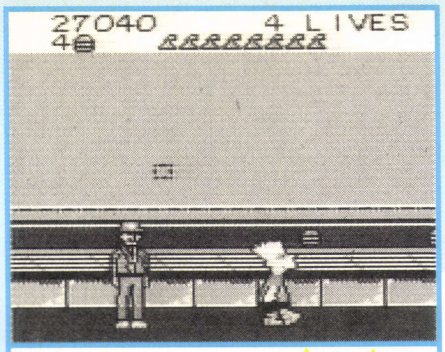
The beekeeper's outfit Lisa gives you for defeating Blindside Bill comes in handy when grabbing this flag. Just walk through the swarm of bees — they can't sting you.



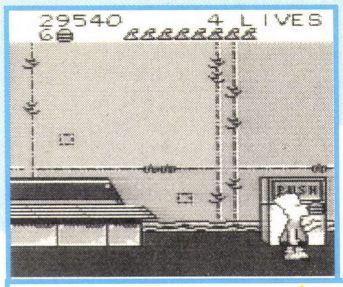
The second tree house bully is a bit tougher to beat. Inch your way across the screen, walking and tossing your boomerang at the same time. You want to get rid of Rebound Rick *before* he shows up on screen.



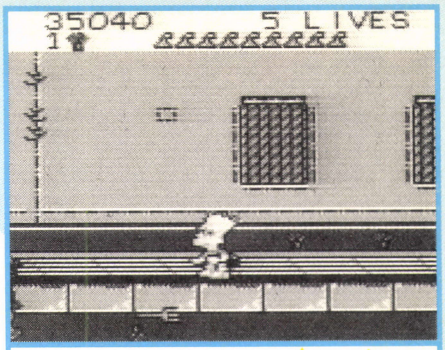
Defeat Rick, and Lisa rewards you with this football gear. Barrel though your enemies before the outfit vanishes — and make sure you pick up the candy that the bad guys drop. Chocolate increases your energy level.



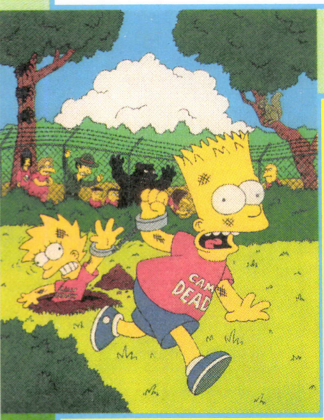
The food they're serving up in the mess tent is deadly in the hands of master food-fighter Bart Simpson. If the monitors see you throw any food, however, you must eat every morsel still in your possession.



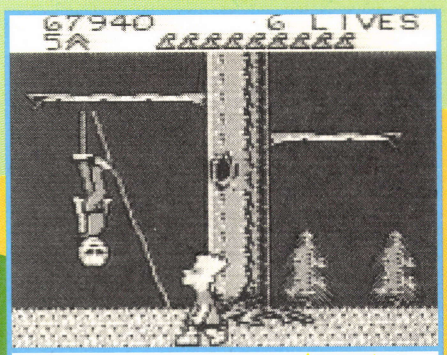
Bart can't carry tofu burgers into the broccoli line (not that he'd want to), but he gets a reward for food he has left at the end of each line — one hit for every five pieces.



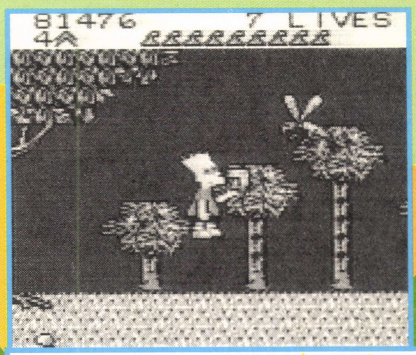
Use your food-fighting skills to avoid hand-to-hand combat, but watch out for aerial assaults of deadly silverware — be ready to duck or jump out of the way.



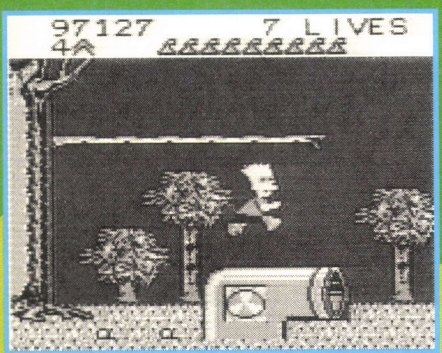
When you run into Lisa at the end of the second underground chamber, toss a boomerang at the weapon she's holding in her hand—she ends up holding a handful of candy. Extra energy helps you more than weapons on the next level.



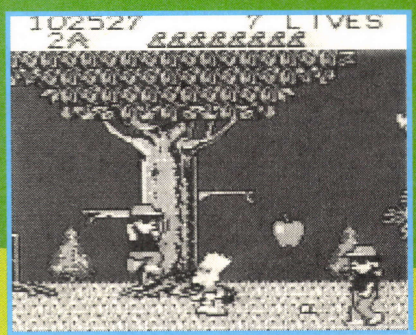
To add to your troubles, there's a killer with a hockey mask roaming the woods. Krimel Koogan's been snared by one of Iron Fist's traps. Should Bart set him free or leave him hanging?



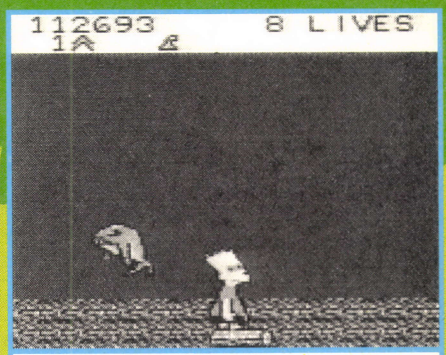
Giant hornets have very short tempers, so when you launch a boomerang attack, make sure your shot is swift and sure.



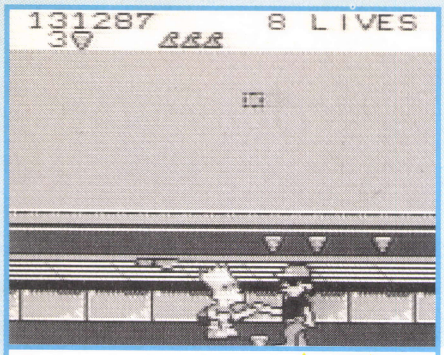
Uncle Monty has dumped his toxic waste near the camp. Explorer that Bart is, he should check out the underground levels. Mutant spiders can't be too scary — and besides, Lisa is waiting down there with a fresh supply of boomerangs.



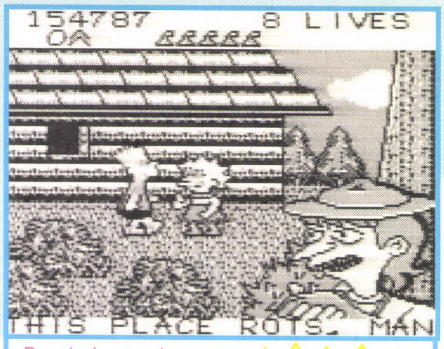
In the second part of the flag-capture game, the other campers try to stop Bart by jumping from trees and throwing giant apples at him.



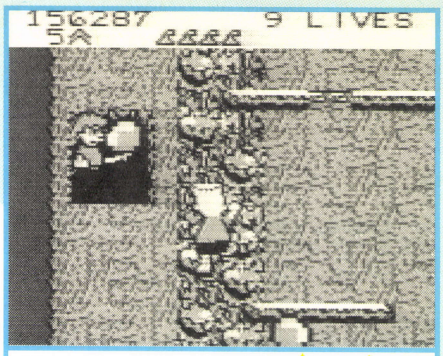
You won't find Blinky, the three-eyed fish, swimming in these waters, but they are infested with man-eating piranhas. Watch your step on these slippery logs.



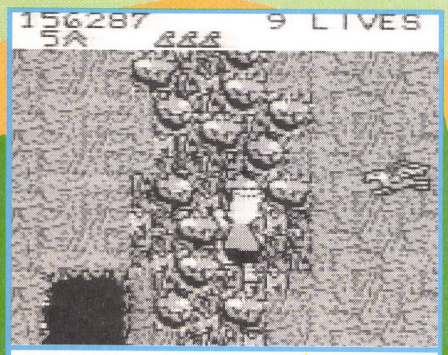
Spinach pizza is on the menu for your second trip to the mess tent, and so is some down-and-dirty fighting. If the bad guys crouch down to fight, sink to their level, or your well-placed throws sail over their heads.



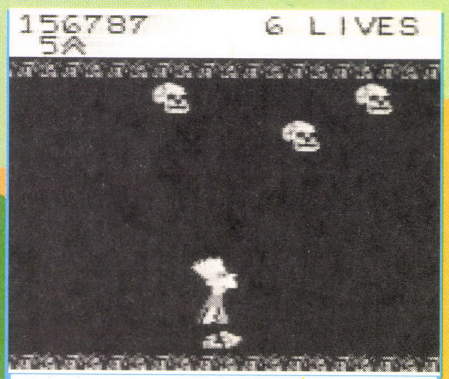
Bart is unhappy and, true to form, he doesn't care who knows it. Pining for cable TV and Marge's pork chops, Bart and Lisa decide to make a break for home, scaling the side of Mt. Milehigh to escape.



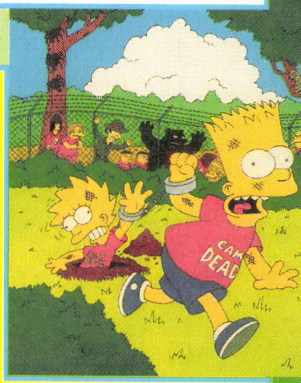
No one said escaping from Camp Deadly would be easy — Iron Fist has never let a camper get away, and he's not about to start now. Make sure Bart has a firm foothold on the slippery rocks and watch out for rock throwers...



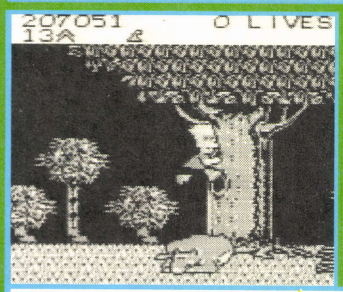
...and low-flying eagles as you scale legendary Mt. Milehigh. If you make it to the top, there's no turning back.



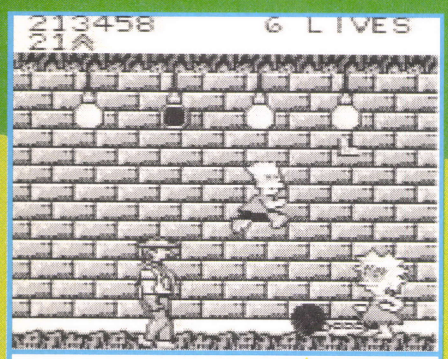
Some people say the mountain is haunted by the ghosts of campers who've failed to escape from Camp Deadly's iron rule. Bart must play a sort of Russian Roulette to make it through the passage — keep an eye out for falling skulls.



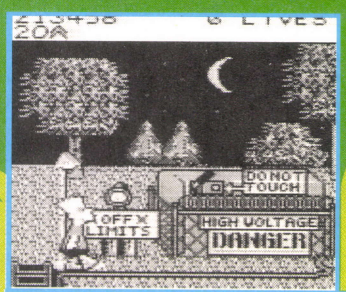
When you play the flag capture game inthe forest, stick to the trees as much as possible. Traveling from limb to limb allows you to skip over enemies on the ground.



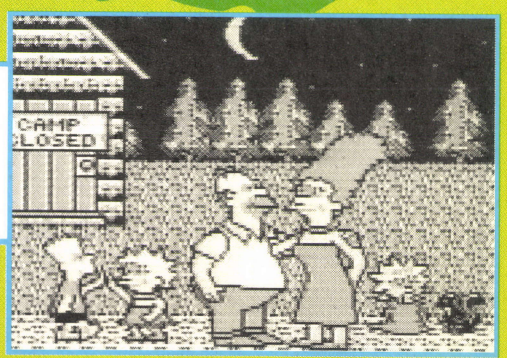
Bart won't meet up with any more campground bullies on top of the mountain, but keep in mind that it's best to let sleeping bears lie.



Is it true that Iron Fist is afraid of the dark? This is your big chance to find out. Knock the lights out with your boomerang and make a break for it.

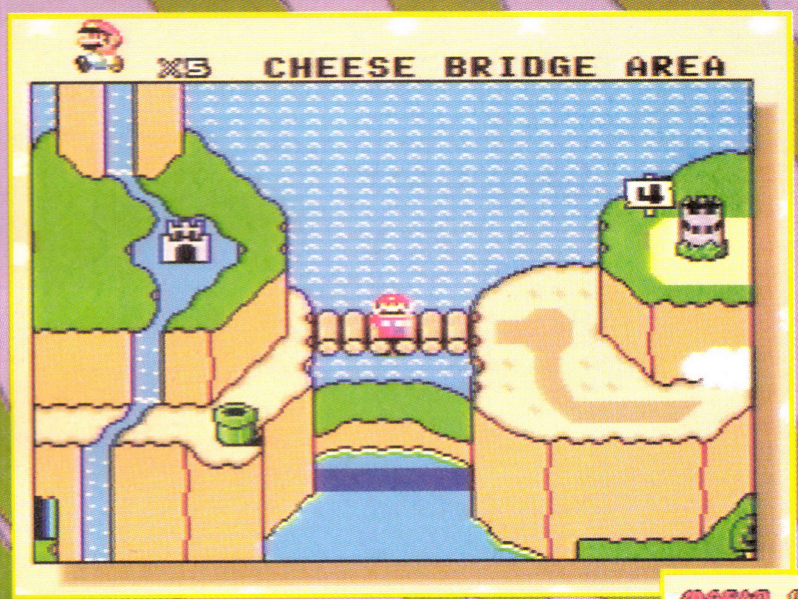


Hmmm. "Warning," "Keep Away," "Do-Not-Touch" signs — what's the first thing Bart would do in a situation like this?

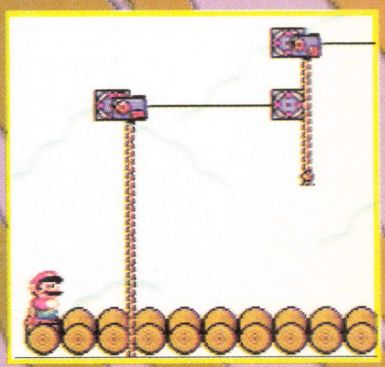


SUPER MARIO WORLD

Part 3 of a 3 Part Guide



After you make your way through the Vanilla Dome, your journey takes you across the Cheese Bridge. There's a great secret hidden within this stage.



By the time you reach this long platform, you should already have found a feather, which gives you the cape. Build up a running start, then fly into the air from the end of this platform.

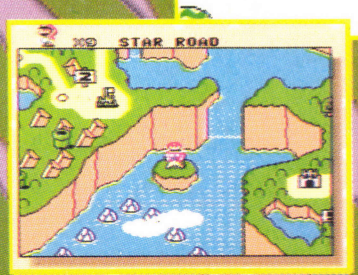
In a game this big there's no way we can cover every coin and mushroom. There are still many secrets we've left for you to find. Don't be afraid to walk off the beaten path every once in awhile — you never know what you'll find out there in *Super Mario World*.

When you reach the goal, fly under it instead of through it. This is very difficult and requires lots of practice, but if you're successful, you reach a second goal. Go through this one.

Chris Slate

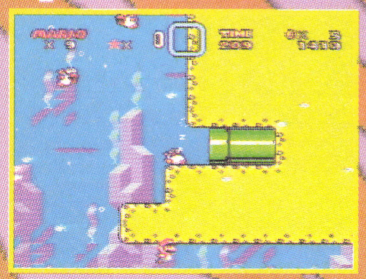
In the previous installments of our *Super Mario World* coverage, we introduced you to Yoshi Island and the creatures who live there, and got you started in this huge game with some hot secrets.

But now we've moved on to *advanced Super Mario World*. The tricks in this final section take you to new areas of the game: We concentrate on the Star Road, King Koopa's castle, and a faraway place called the Special Zone.



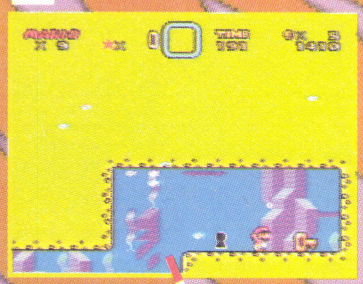
After Mario passes through the second goal on the Cheese Bridge, a quick swim takes him to this small island. There's another entrance to the Star Road to be found here!

The Star Road



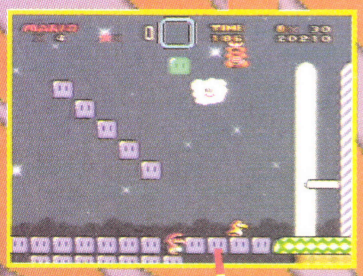
1

When you reach the pipe in this stage, swim under it. Follow this hidden path until you find...



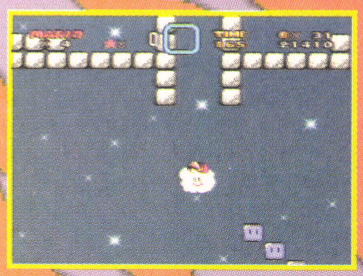
2

...a key and a keyhole! If you take this route, you advance to the next level on the Star Road.



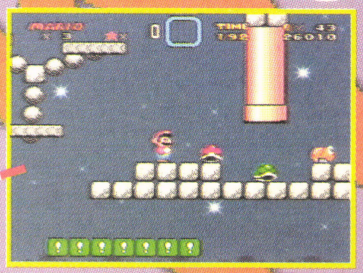
3

You must travel upwards in this level, and the only way to do that is to hitch a ride on this Koopa's cloud. Use one of these bricks to knock him off and...



4

...fly up to the top of the screen, where there's a key to the left and a keyhole to the right.



5

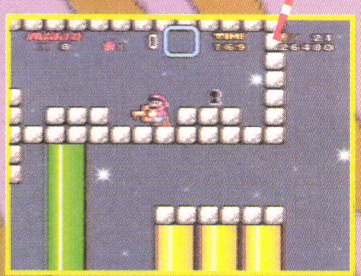
Grab the red Koopa shell that's lying here and walk onto the green and red platforms to the right. (Note: for these platforms to appear, you must have activated the respective Switch Palaces.)

6

Now kick the red shell into the Prize Block to obtain the key. The keyhole lies to the right.

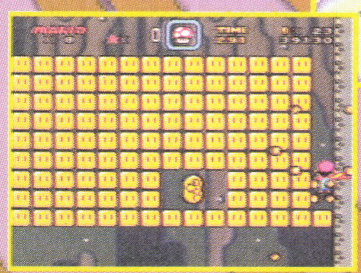
7

Hit this Prize Block while running to the left, then quickly turn back to the right. The coins mimic Mario's movements and stretch out to the right. Now hit the switch block to turn them into a bridge.



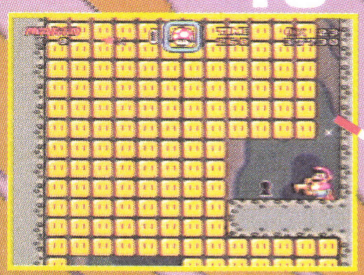
8

Flying off the bridge takes you to a key and keyhole high in the air. To reach the bridge, however, you must first have found the blue Switch Palace. (Hint: Look for it in the Forest of Illusion.)



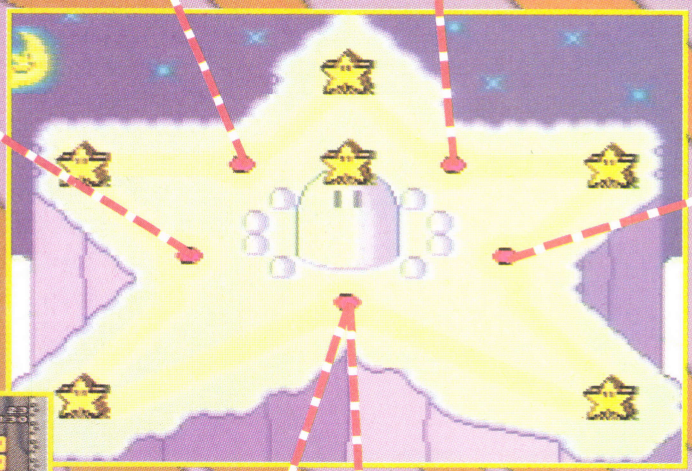
9

Use the spin-jump to smash your way through these blocks and...

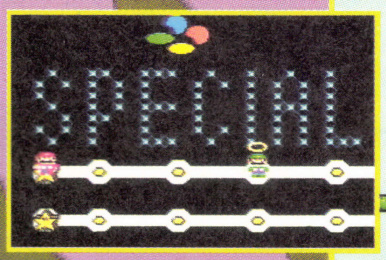


10

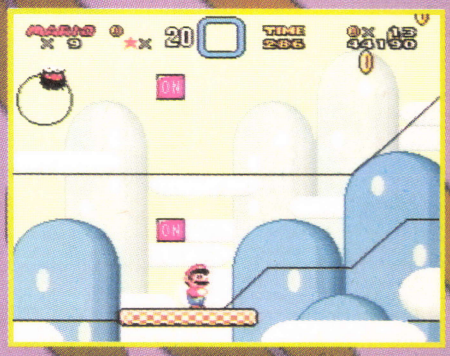
...stay to the right to find— you guessed it — a key and a keyhole!



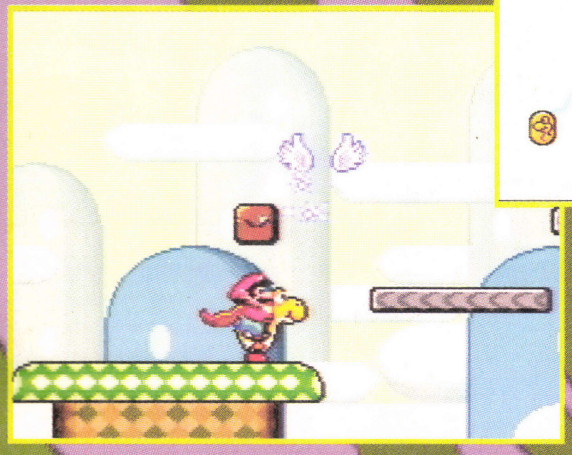
The Star Road



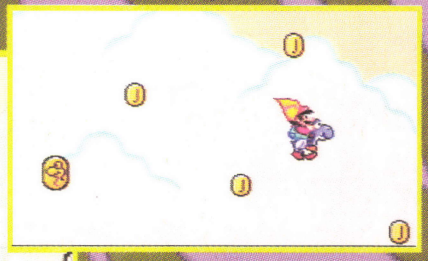
If you complete all the levels on the Star Road, you earn the right to visit yet another secret land in Mario World — the Special Zone! The stages in the Special Zone are super tough, but the reward is well worth the effort!

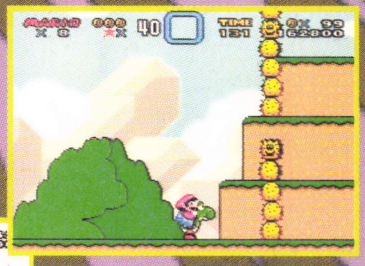


In the Way Cool stage, Mario must punch these On/Off switches to keep his platform on track. Take the bottom path the entire way, and hit every box that you see.

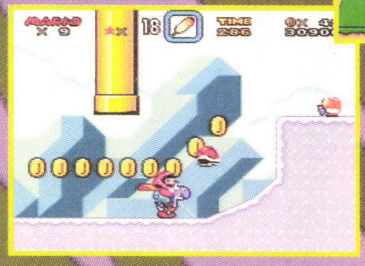


These wings won't do Mario any good, but if a Yoshi Dinosaur gets them, both of you are whisked away to coin heaven! Not only can you rack up a lot of gold, but you're also warped to the end of the stage!

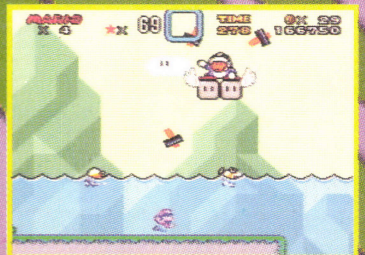




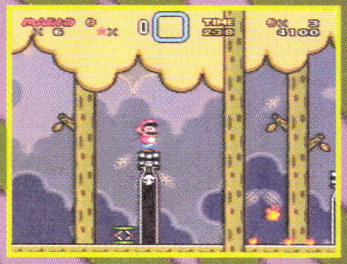
Mario doesn't have an attack that works on these spiny fellahs, but a dino won't have any trouble digesting them. He'll have a full belly when you finish the Groovy stage.



The Koopas in the Awesome level go to any lengths to harm Mario — even if it means throwing their own shells at you!

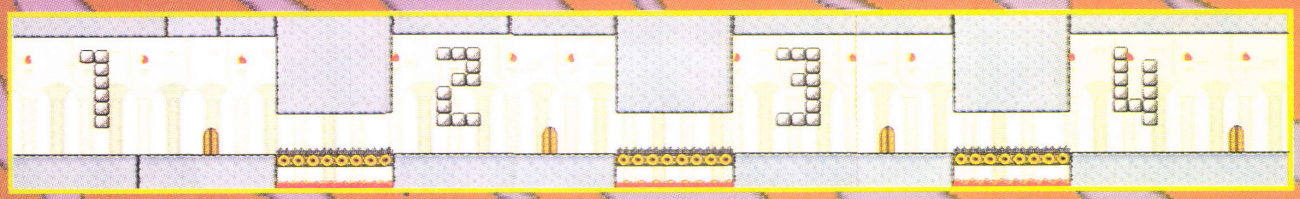


Hey — who left the faucet on? Rushing water slows Mario's progress in the Mondo stage. Try hopping in and out of the water to make faster time.

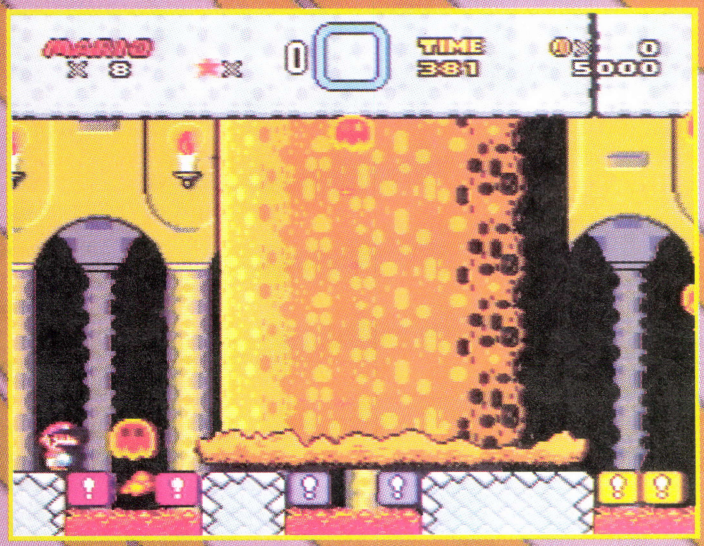


Bullet Bills aren't your only problem in the Outrageous level — these flames spread fire everywhere.

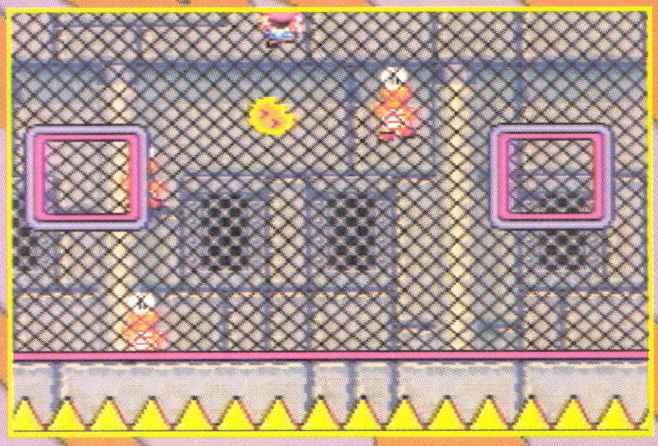
If you're able to pass through every grueling level in the Special Zone, Yoshi Island goes through some pretty bizarre changes. Your enemies take on weird new forms, and the land itself looks different.



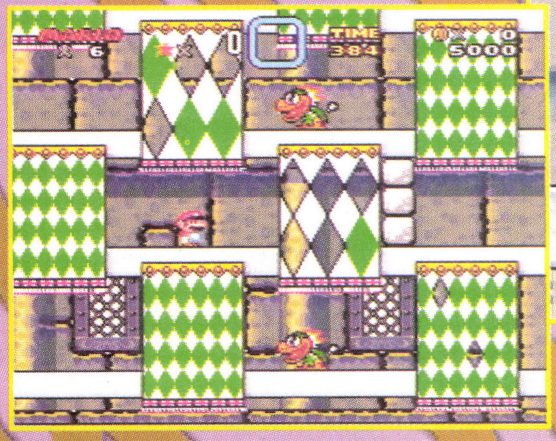
A number of doors lie inside Bowser's castle. They all lead to the King Koopa, but which ones should you take?



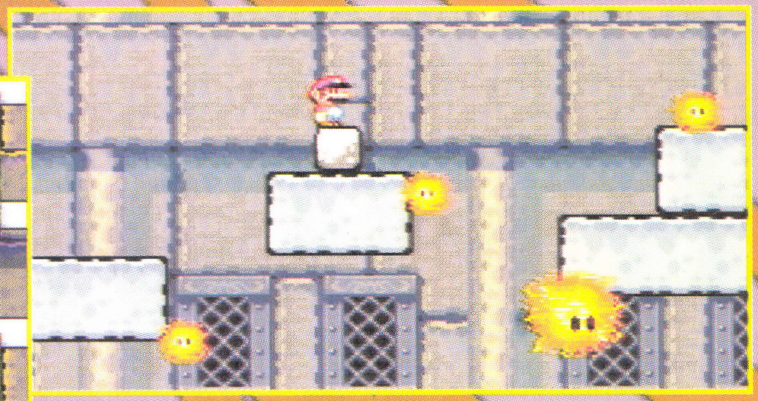
Huge piledrivers and scorching fire pits wait behind door number 1. This room is moderately difficult, requiring quick footwork.



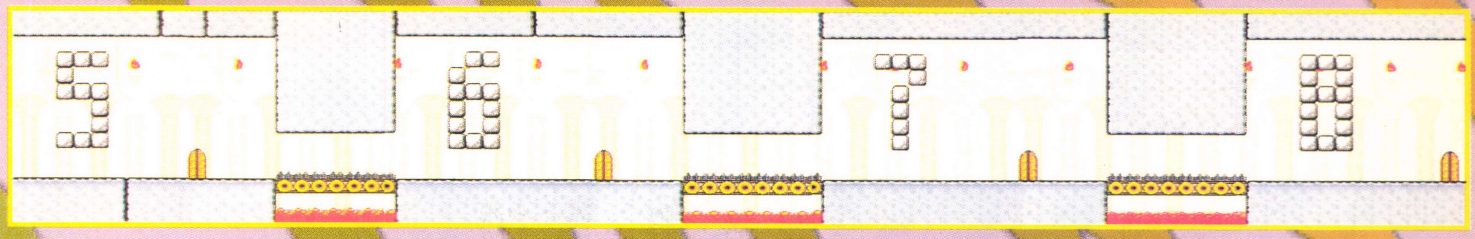
Room 2 is probably your best bet. All you have to do to clear it is climb to the very top and work your way to the right. Very few enemies get in your way.



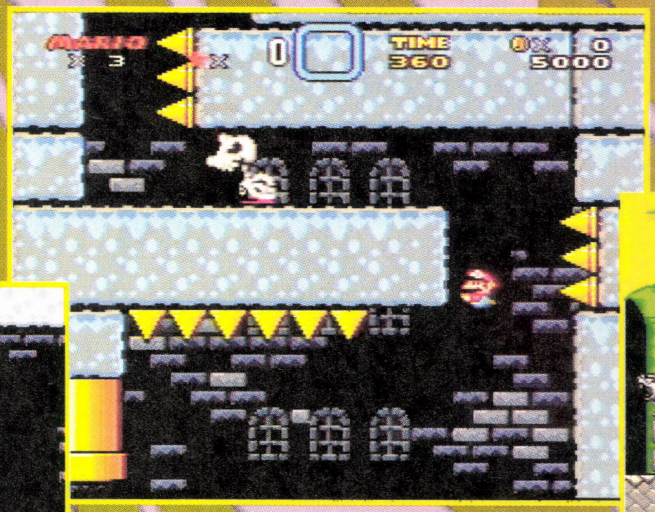
Door number 3 leads to a maze of passages guarded by wind-up Koopa robots. This level isn't as difficult as some of the others, but finding your way through it can be tricky.



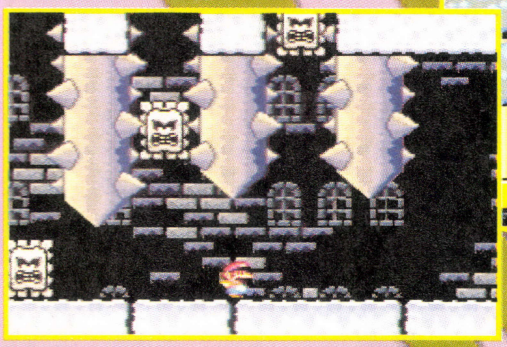
Room 4 isn't very long, but jumping from platform to platform is made difficult thanks to the sparks that roam around them.



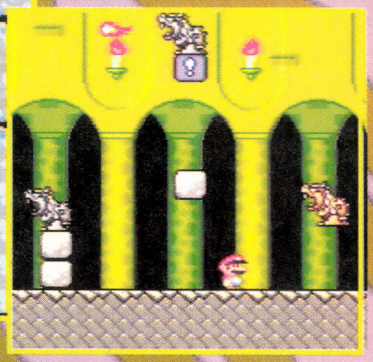
After completing any of the first four rooms, you must choose again.



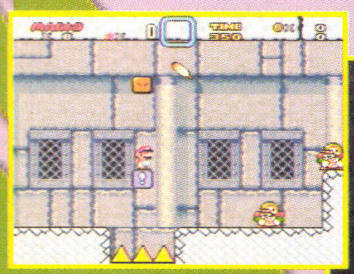
One of the hardest rooms is behind door number 6. The room is filled with water, which makes dodging around the moving spikes all the more difficult.



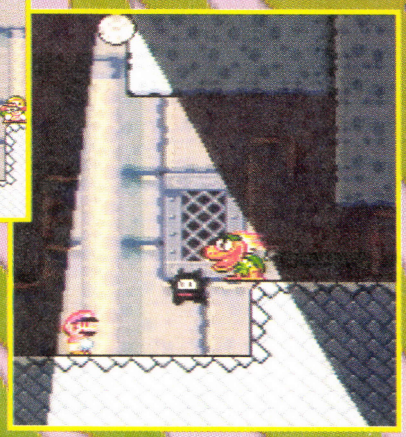
Room 5 is probably the one you should take. If you begin running at just the right time, you can safely dart past all the traps in no time.



Room 7 is guarded by fire-breathing Koopa statues, and it's made even more difficult by frequent lava pits.



Room 8 is filled with Charging Chucks — the football Koopas. This room is very hard to beat, but it's also the only place where you can get powered up before your fight with Bowser.



After going through two rooms (one from each hall), you inevitably end up here. It's pitch dark in this room, so if you want to proceed, you'd better turn on the lights.

Hmmm.... Could it be that Bowser has lost some of his menace since we last met him? Don't you believe it! His clown-faced balloon may look harmless, but it's loaded with enough firepower to make Mario wish he'd never even heard of Dinosaur Land. Good luck!

GP

INSIDE

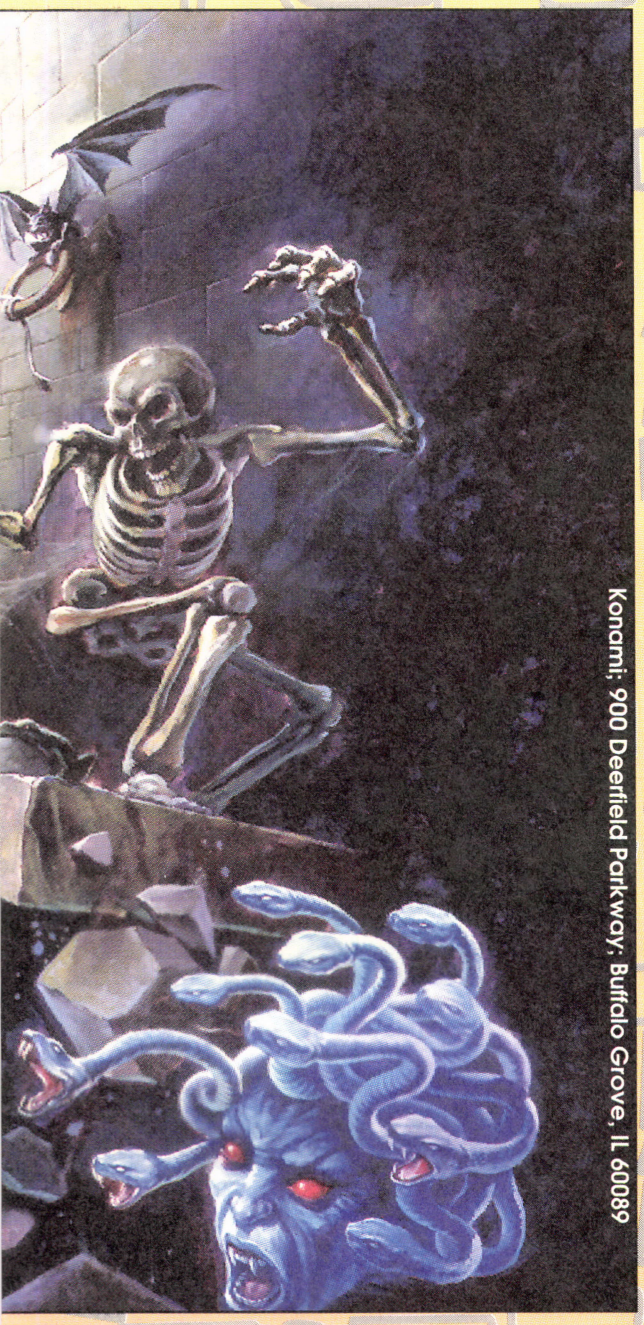
CASTLEVANIA IV

Stephen Poole

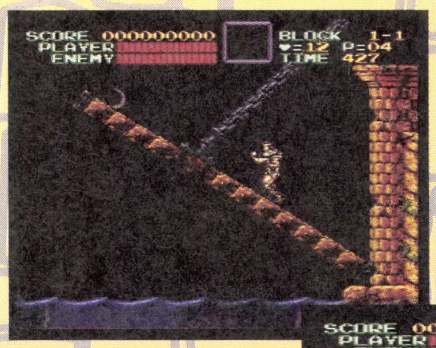
There's a Transylvanian legend that says the forces of Good weaken every 100 years, giving Evil a new chance to spread havoc in our world. Of course, in Transylvania, Evil is just another term for that relentless bloodsucker, Dracula. And if you're like most gamers, it's almost impossible to mention Dracula without thinking of those vampire-hunting Belmonts.

The *Castlevania* series has arrived for the Super NES in the form of *Castlevania IV*. Although fans of previous games will find that many of the essentials have remained the same, the improved graphics in this installment — along with several new tricks for Simon to perform — breathe new life into an old favorite.

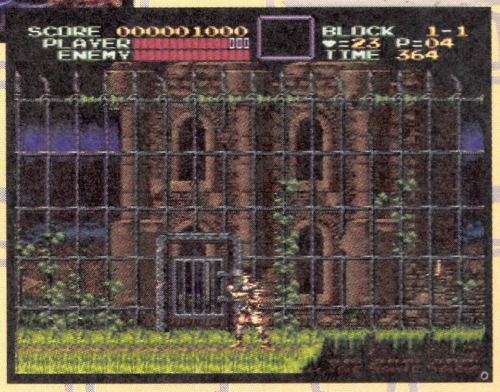
The Mystical Whip hasn't failed Simon in the past, and that's what he uses against most of the ghouls and monsters he meets in *Castlevania IV*. You can also carry one other special weapon: either a dagger, axe, boomerang, fire bomb, or a watch that freezes all on-screen enemies. Power-ups and potions include hearts (how many hearts you've collected determines how many times you can use the spe-



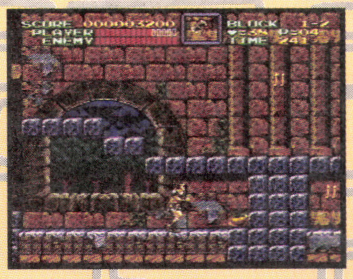
Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089



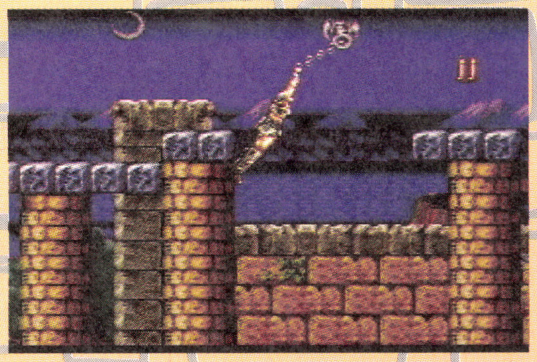
You're on your own after this drawbridge closes.



Push up on the directional pad of your controller to open this gate — but first make sure no bats are headed your way from the other side.



Simon used to eat leg of werewolf, but now he prefers pork chops. Whip this wall for a rejuvenating snack.



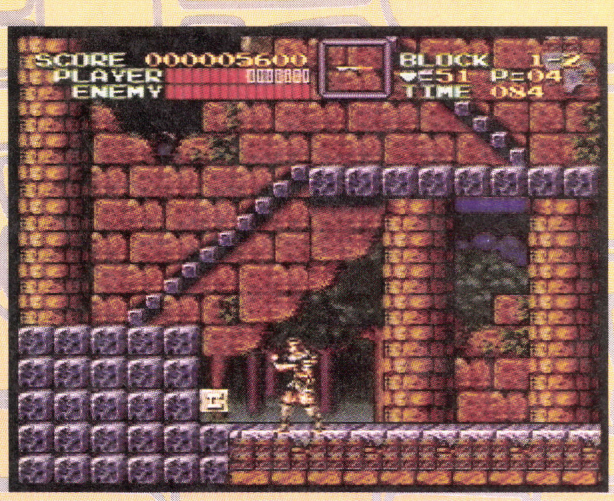
In* Castlevania IV, *Simon's whip can be used as a means of transportation as well as a means of destroying evil.

cial weapon), crosses (which destroy every enemy in sight), and an invisibility potion that lets you scoot past the bad guys.

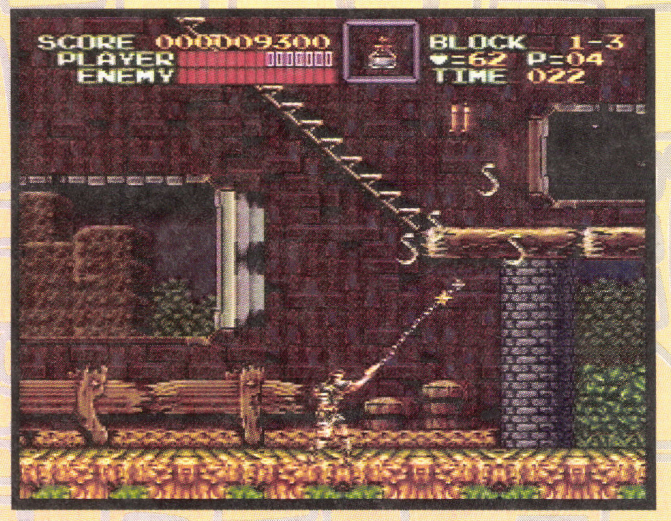
Besides the knockout graphics, the biggest change in *Castlevania IV* is the way Simon uses his whip. You can now aim in eight directions: horizontally, vertically, or diagonally. You can also swing the whip in a circle, or even wrap it around rings and swing to hard-to-reach spots. The new ways to use weaponry give *Castlevania IV* a lot more variety than the earlier games in the series.

Game play slows down slightly when there's a lot of movement on the screen, but thanks to the way all the *Castlevania* games are structured — only a few enemies are on-screen at any time — it doesn't happen very often.

Here's a close-up look at the first four levels of *Castlevania IV*. We'll guide you through the last seven levels of the game in an upcoming issue and include the hints and tactics that make going whip-to-fang with the world's most famous vampire just a little bit easier.

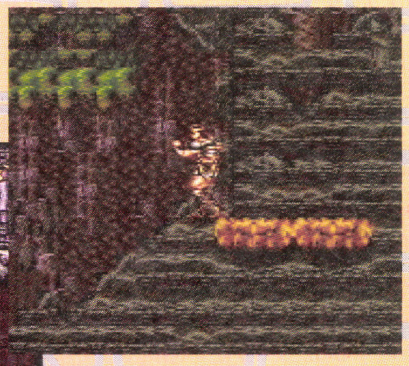


You can usually throw special weapons only one at a time. Grab this icon to toss two at once — a real bonus when the action gets hot.

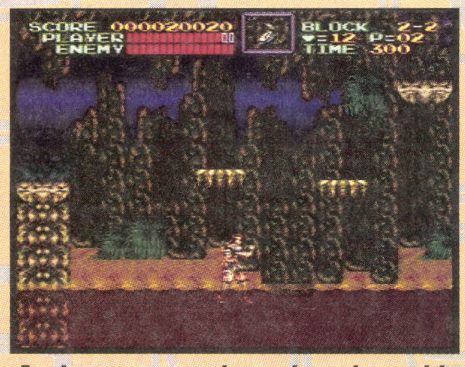


Spiked chandeliers fall on you as you walk through this area. Whip upward diagonally to smash them before they drop.

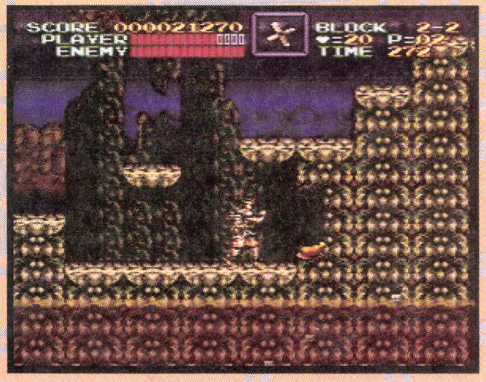
The boss of level 1 is a skeletal warrior. You should be able to take care of him with just your whip.



Don't bother trying to reach this candle near the start of level 2. Normally, you'd want the boomerang it hides, but you can find one just a little farther in your journey — and grabbing this one means going back over ground you've already covered.

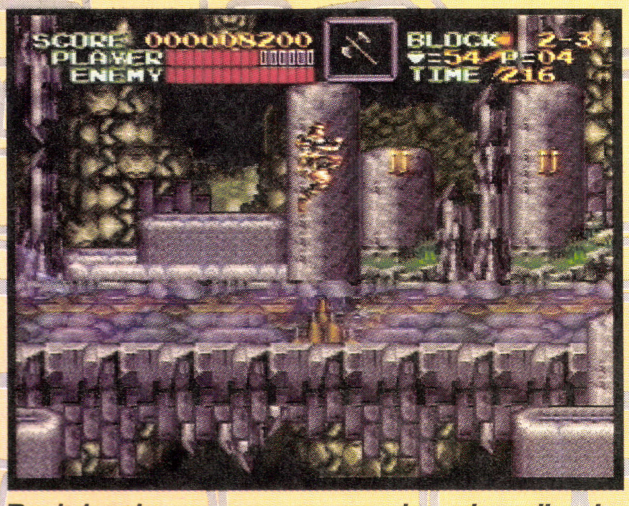


As long as you keep jumping, this mud isn't deadly.

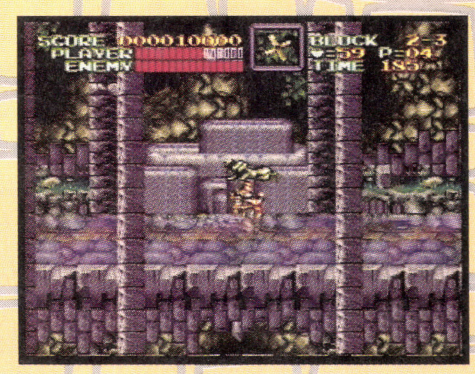


Pick up this hidden cache of food before facing the boss of level 2.

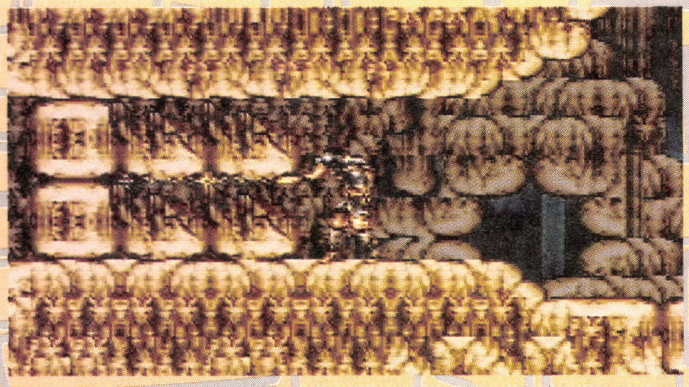
The boss is easy to defeat — as long as you didn't replace your boomerang with the dagger. Kneel to avoid her freeze spells.



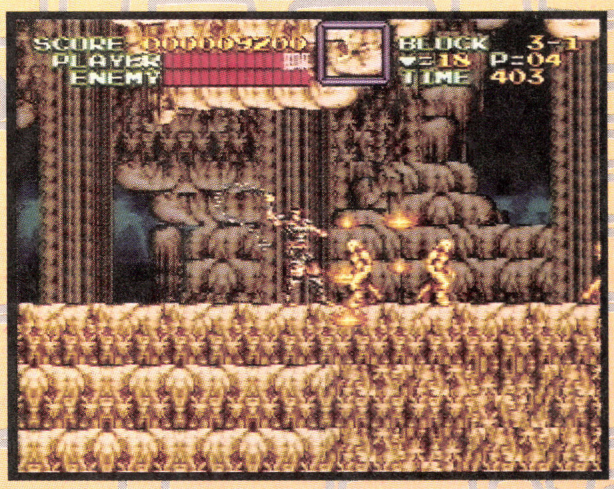
Don't let the current carry you into the spikes in the floor of this aqueduct. One touch means instant death.



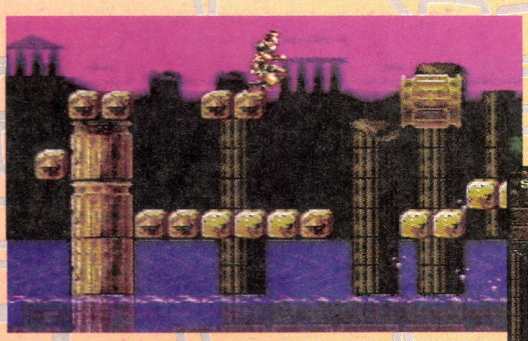
If these floating hands grab you, they drain all your hearts in a matter of seconds.



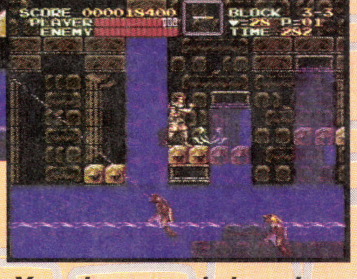
Smash these blocks with your whip to find a bonus room.



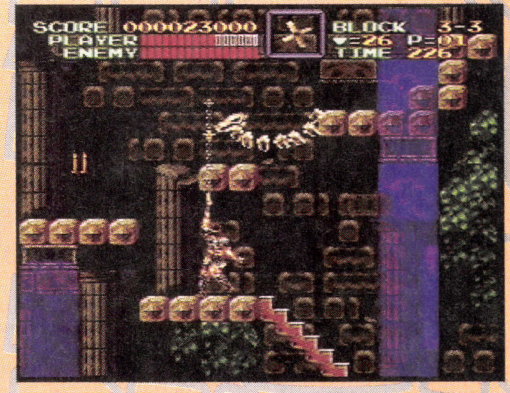
These fire-creatures multiply when you whip them, but their sluggishness makes them easy prey — just be sure to keep a safe distance.



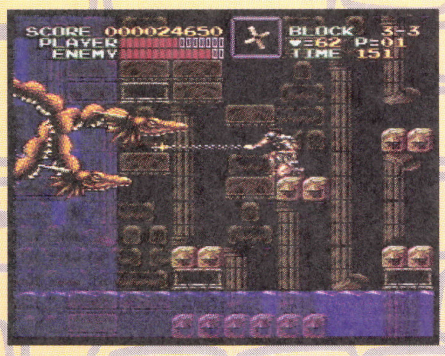
Mermen attacking from below and columns dropping from above seem to make this a really hairy spot. Stand here and wait for four columns to drop — none fall after that, and the mermen stop attacking, too.



Your best tactic here is to keep moving and attack only the creatures directly in your path.



Use your ability to whip upward to finish off this skeletal serpent from a safe spot.

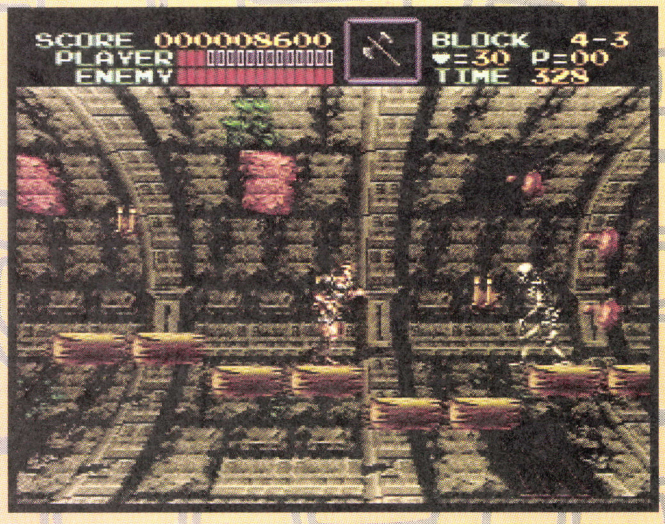


This double-headed monster is the boss of level 3. Stand on the middle platform and toss boomerangs as you constantly whip, but be ready to retreat to the far right when attacked.

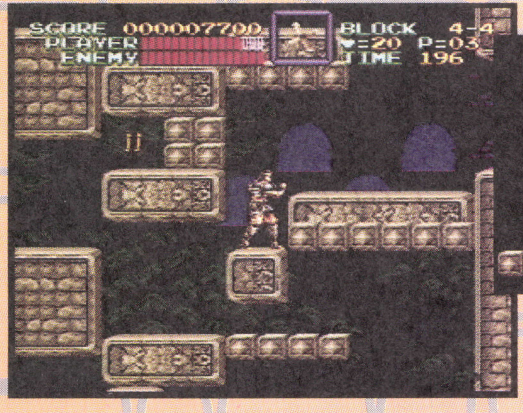
Watch out for these tiles — they flip over at the slightest touch. Jump to the next tile as soon as you land on one.

This huge skull with a long, snakelike tongue looks like a boss, but he's only the prelude of what's to come. Stay to the left and whip as fast as possible.

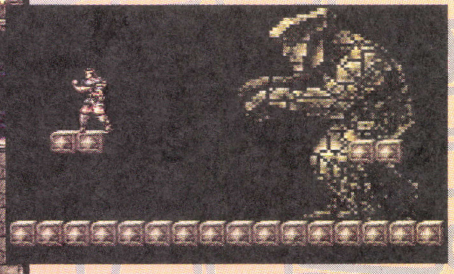
The room begins to rotate after you defeat the skull, threatening to send you into a bed of spikes. Grab the ring with your whip and hold on for dear life.



One of the most graphically impressive parts of the game, this room — which looks like the inside of a barrel or tube — begins to spins around you. Look out for skeletons that appear from the red holes.



Study the timing of these moving blocks to avoid being crushed. Search nooks and crannies for special weapons — the level 4 boss is just ahead.



This stone creature guards the entrance to level 5. Stay to the far left as you toss special weapons, preferably the axe or the boomerang.

The ROCKETEER

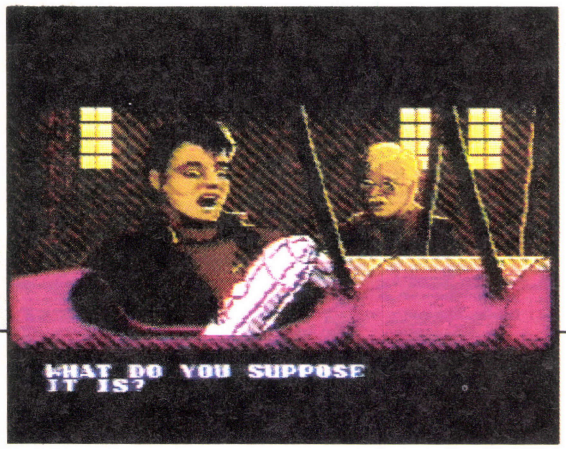
NINTENDO GAME of the MONTH

Jeff Lundrigan

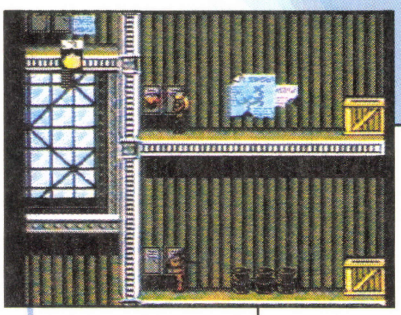
Bandai America, 12851 East 166th Street, Cerritos, CA 90701.

Cliff Secord was an ace stunt pilot, but otherwise he thought of himself as an ordinary guy. His life took a dramatic turn, however, when his stunt plane was all but destroyed in a shootout between FBI agents and a particularly vicious gang of thugs.

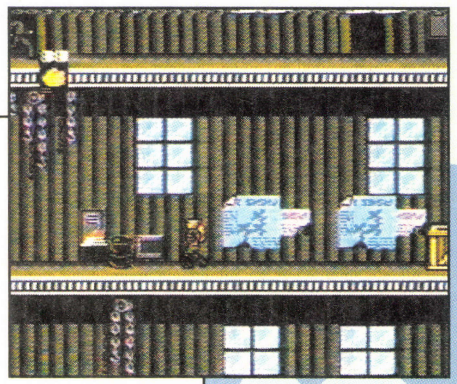
Sorting through the wreckage from the air battle after the smoke cleared, Cliff came across a mysterious device stashed in one of the planes. It appeared to be some kind of self-contained rocket, but it was very small,



Cliff Secord and his mechanic, Peevey, find a mysterious device hidden in one of the planes. What is it and where did it come from?

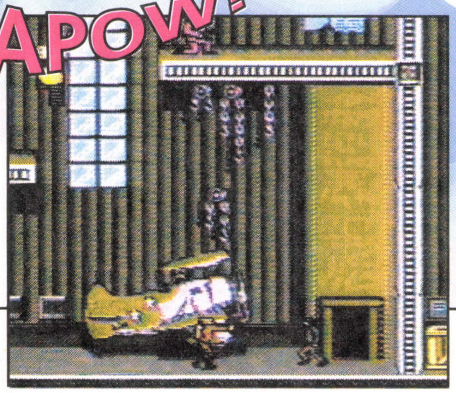


Punch open these lockers — some of them contain bonus items. More items can be found in similar places throughout the game.



Shrapnel bombs always detonate at the level of your head. But if you wait until they explode *before* ducking, the slow-moving shrapnel will fly harmlessly over you.

KAPOW!

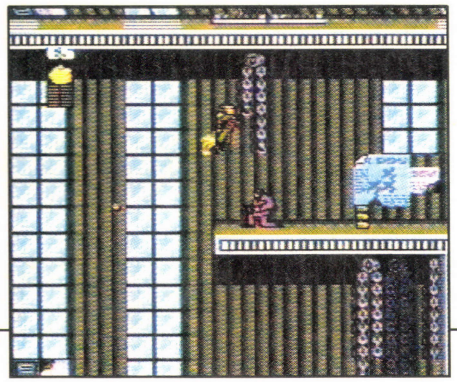


Brawlers never stop coming out of this elevator, and most of them carry bonus items, such as fuel, so stand here and keep punching. You can do the same thing at several other doorways throughout the game.

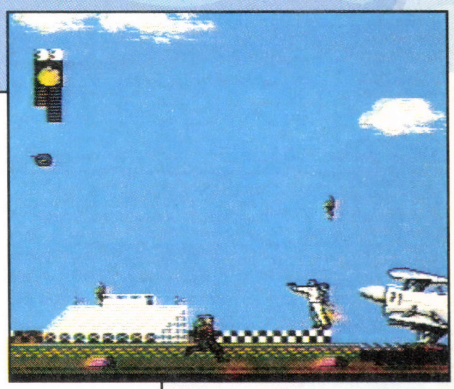
The Rocketeer definitely has the look of a 1940s movie serial, as seen on this title screen.

and it was fitted with shoulder straps. Where had it come from, and to whom did it belong?

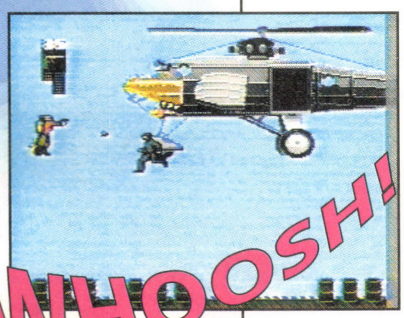
Then trouble struck. The crooks' leader, a famous movie star and secret Nazi collaborator named Neville Sinclair, kidnapped Cliff's girlfriend, Jenny. Now Sinclair wants the rocket pack returned, but Cliff knows he can't let it fall into enemy hands. So he dons the pack and flies after Sinclair and Jenny, determined to save his girlfriend and discover who the pack really belongs to.



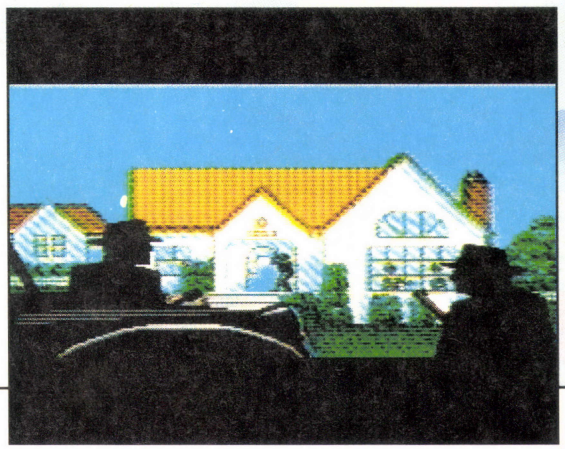
Once you're completely fueled up, it's time for your first flight — although it's a short one. Fly straight up and over, and don't bother to tangle with enemies on the way.



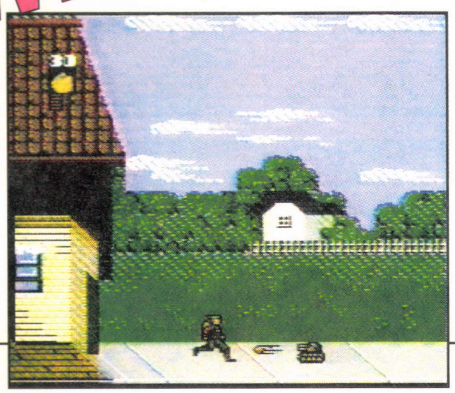
Now run across the airstrip and make your escape. You can fly if you want to, but watch out for air mines and enemy rocketmen. Running on the ground might be easier.



The gyrocopter waits at the end of the airstrip. Brawlers will keep jumping out of it, just as they did at the elevator. Stay in the corner of the screen until you're powered up, then go after the copter.



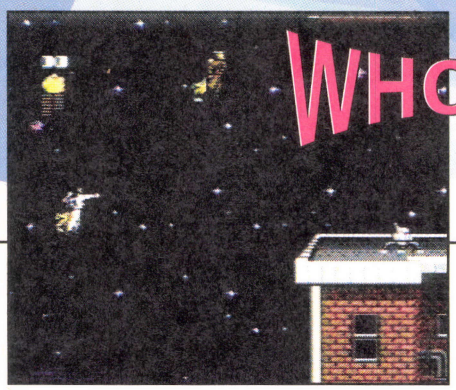
After making your way to Peevey's house, Sinclair's thugs track you there and surround the place.



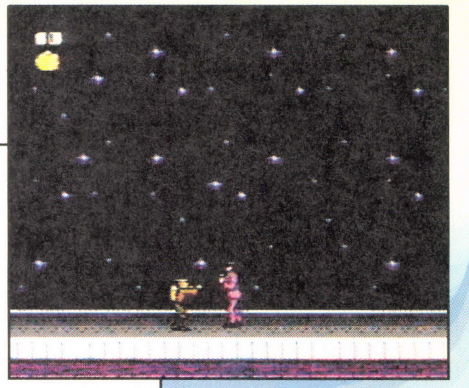
While escaping from Peevey's house, you'll be attacked by RoboTanks. Jump over the first shot, then leap over the tank and attack it from behind.

As you make your way across town, watch out for enemies throwing grenades from windows. If you keep moving, they shouldn't be much of a problem.

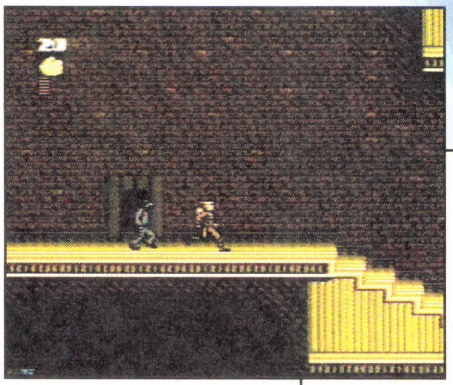
You arrive at the Bulldog Cafe, where you learn that Sinclair has kidnapped your girlfriend, Jenny! You've got no choice now — you have to go after him.



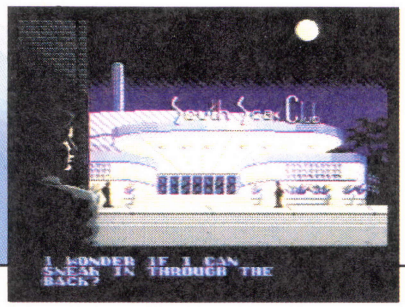
Fly over the rooftops of the city and follow Sinclair to the South Seas Club. But watch out for enemy rocketmen, homing mines, and mortar launchers.



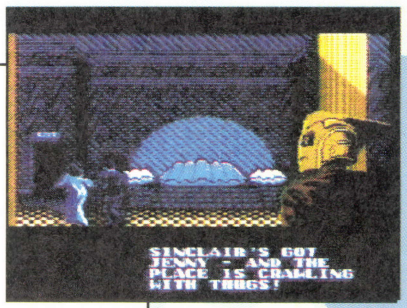
On the roof of the South Seas Club is Lothar — a bigger, meaner brawler than the ones you've fought before. Wait until he attacks, then hit him before he can hit you.



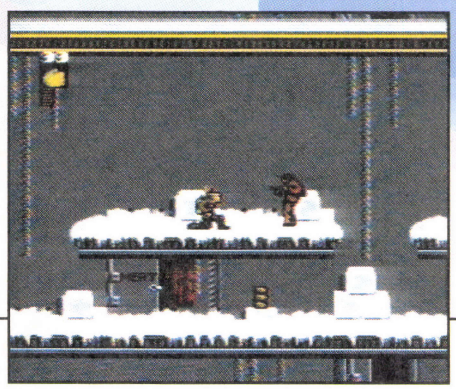
Always be cautious around doorways, because brawlers often use them to ambush you — especially after you've passed by.



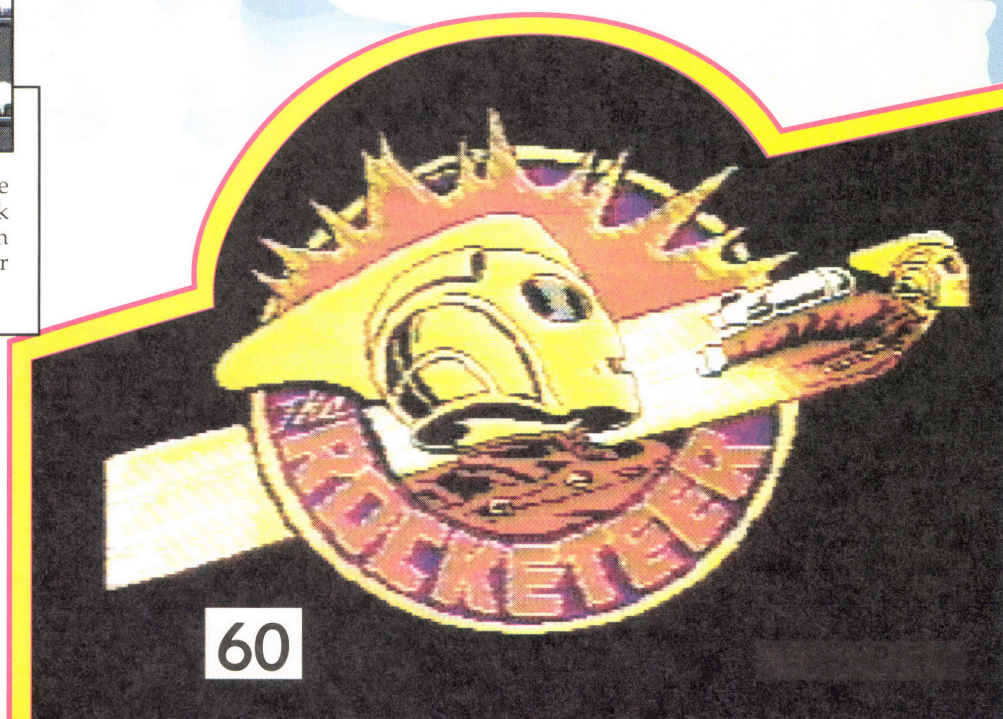
After defeating Lothar, make your way inside the club.



Sinclair sees you coming, so he grabs Jenny and heads for the door, ordering his thugs to stop you from following him.

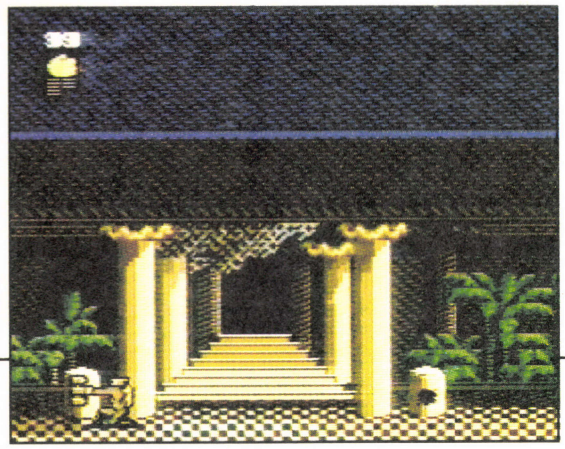


The South Seas Club seems to be the home of the world's largest indoor freezer. Sneak up on these standing shooters between shots and punch them, since using your fists conserves ammo.

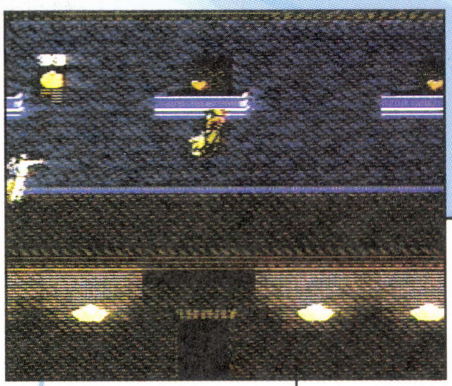


He doesn't want to be a hero, but it doesn't look like he has a choice. Now he's the Rocketeer!

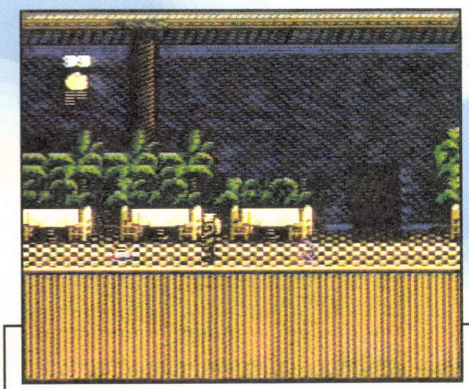
The Nintendo version of *The Rocketeer* is based on this summer's movie from Walt Disney Pictures. But a similar character first took to the skies in a Republic serial called *King of the Rocketmen* that appeared in theaters back in 1949. Then, in 1982, the character of Cliff Secord was created by Dave Stevens for a new series of comic books called *The Rocketeer*. Not many videogames can trace



These two posts at the club's entrance both contain bonus items. Punch them open and grab what's inside.

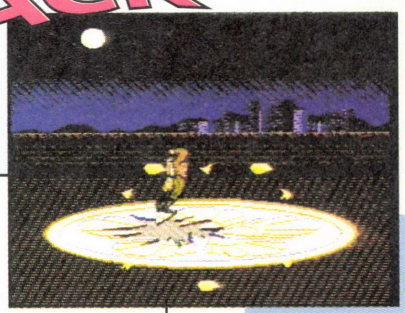


Flying through the club is your best bet. It's a little less dangerous, and there are platforms with bonus items near the ceiling.

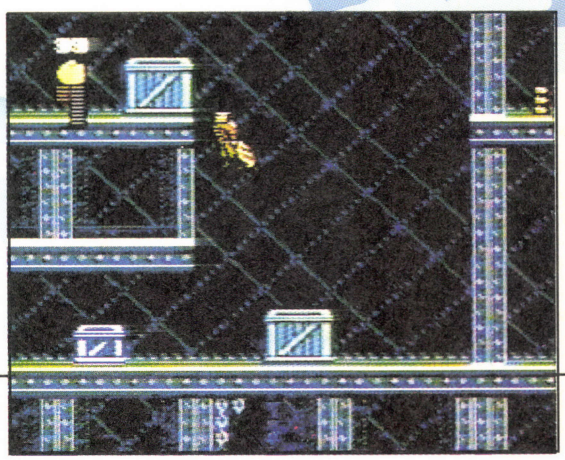


This flashing fuel can is your ticket out if the club. When you grab it, the stage ends and you automatically make your get-away.

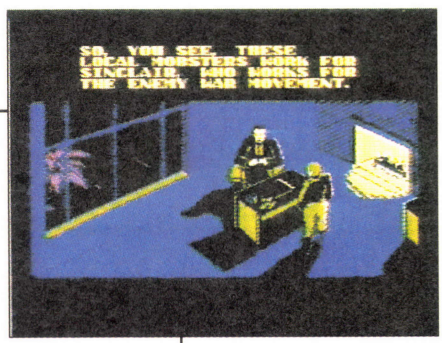
SKRACK



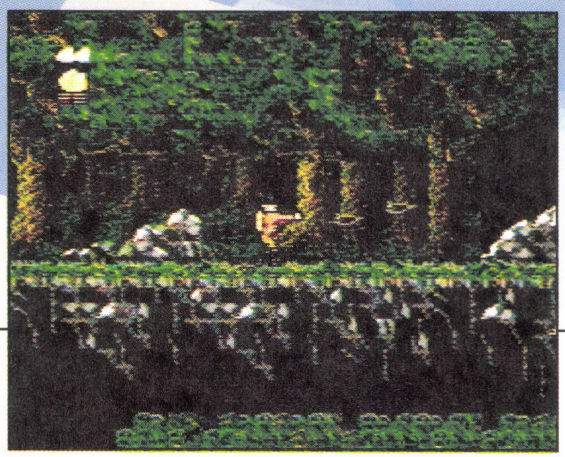
The skylight is the only way out. You've lost Sinclair's trail, but someone else has found *you*.



Sinclair's men have followed you. It'll take some flying to escape the millionaire's hangar, because some platforms are too high to reach by jumping.



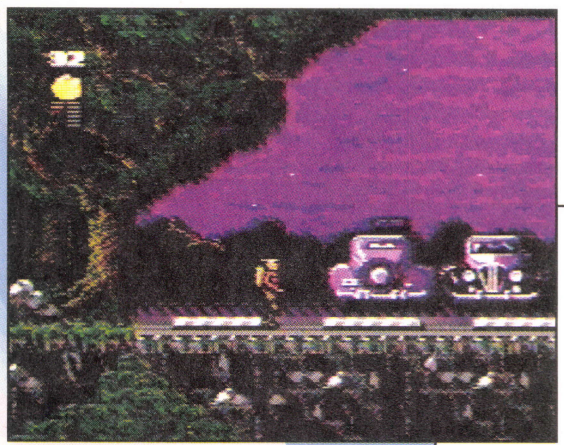
You're brought to the home of an eccentric millionaire industrialist. It turns out that he invented the rocket pack, and he has something to tell you about Sinclair.



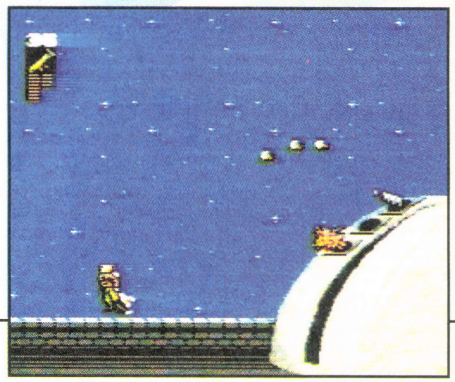
In the woods outside the hanger, you'll face a new enemy: swarms of deadly killer bats.

Move up these hills by jumping from cliff to cliff. If you have enough fuel, it's a lot easier to fly, but look out for enemies along the way.

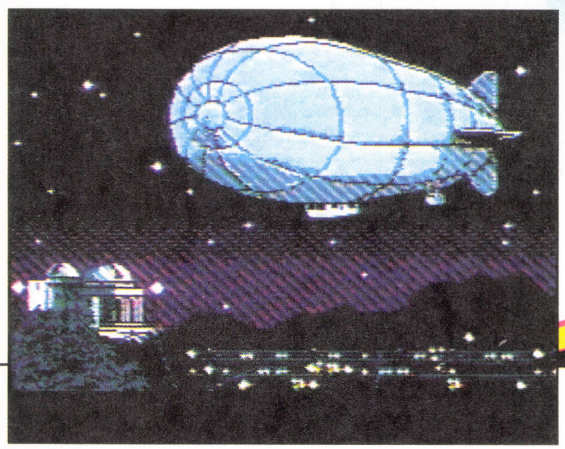
FWOOSH



Be careful in the woods — these heavy tree branches can fall on you. Sometimes you can avoid them just by running quickly past.



You've managed to track Sinclair to the observatory. Brawlers will come at you again, but don't attack until you've got enough ammunition. After you destroy three guns, you're in.

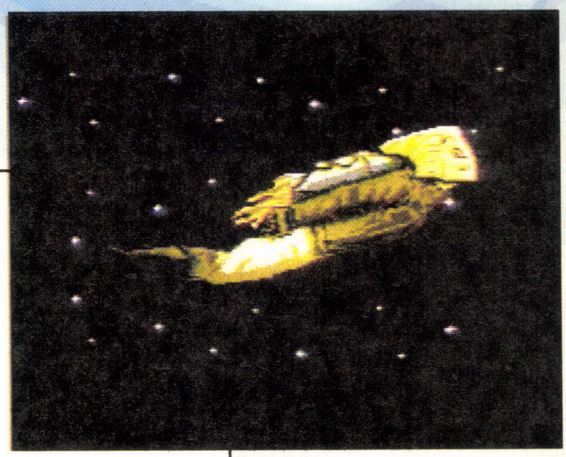


Sinclair springs another surprise, calling in his armored zeppelin to make his escape.

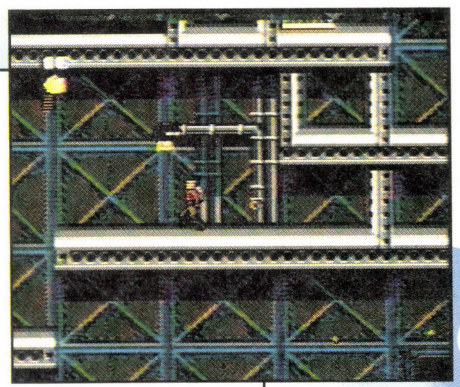
their heritage back to the pulp books and movie serials of the 1940s. (One other example is Kemco-Seika's *Rocket Ranger*.)

The Rocketeer has survived the transition well. It looks good, with sharp graphics, smooth animation, and practically no flicker. The storyboard screens in particular are excellent. Although *The Rocketeer* may not be the most original game you've ever played, it's challenging enough to be enjoyable without being too difficult.

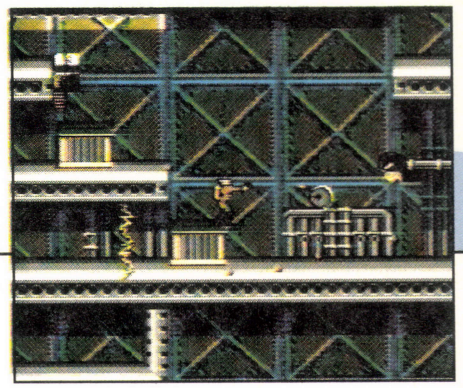
Before you can stop him, Sinclair grabs Jenny (again) and climbs aboard the zeppelin.



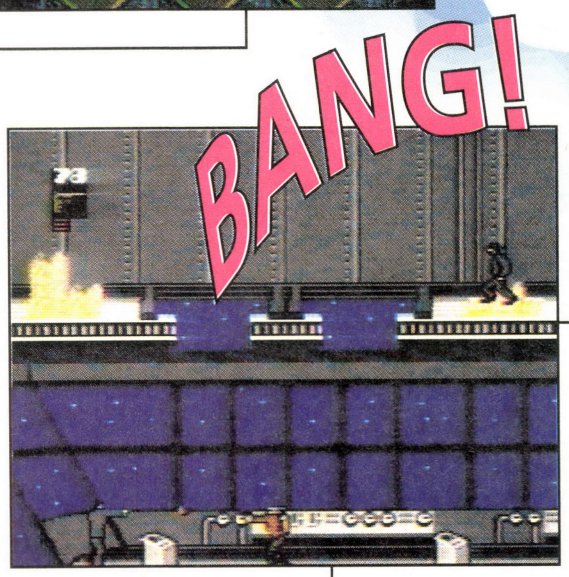
Using the last of your fuel, you follow the zeppelin into the sky. Sinclair might think he's safe, but he's got nowhere left to run.



The machine guns have impressive firepower, but they're slow, and they can fire only at certain angles. Stand in their "blind spots" and then quickly run past.



This radar dish controls the electrofield barriers. By destroying it, you can shut off the barriers. You can't continue until they're gone.



Finally, you face Sinclair. He shoots so fast that if you duck, you'll never get a chance to stand up again. Stay on your feet to win this battle!

GP

THE ADVENTURE CONTINUES:

FINAL FANTASY II

Chris Slate

When Cecil was appointed captain of the renowned Red Wing fleet in the land of Baron, he couldn't foresee the trouble ahead. It seems that the formerly good king of Baron has recently used the Red Wings to plunder peaceful towns and injure defenseless people. Why has the king changed? And what is he after? When Cecil begins asking these questions, he's hurled into an adventure unlike any other.

Final Fantasy II follows the usual role-playing game (RPG) structure, but there's one enormous exception: It has a story. Other games in the RPG genre may *claim* to be role-players, but all you actually do is gain experience, find new weapons, and fight monsters — there's no person-to-character interaction that defines *role*-playing.

Its huge plot makes *Final Fantasy II* loads of fun to play, and the colorful graphics and excellent soundtrack don't hurt, either. You meet countless people, and the roller-coaster storyline really keeps you guessing. All-in-all, *Final Fantasy II* is one of the best role-playing games we've ever seen. The only *bad* thing about it is that now its fans have to wait months for *Final Fantasy III*.

Here's an introduction to this immense game. You can check out the characters, the modes of transportation — and get enough strategy to send you deep into the world of *Final Fantasy II*.

CAST OF CHARACTERS

CECIL

Cecil's your main character. He begins as the captain of Baron's air force before undergoing drastic changes during the adventure. He's at his best with a sword in his hand, and he learns to use white magic later in the game.

RYDIA

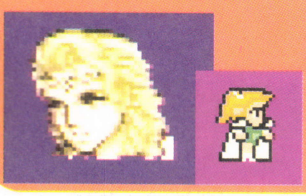
When she's just a child, a great tragedy befalls Rydia, and Cecil and Kain take her in. What makes Rydia special is her ability to call upon other creatures to help her in time of need. At higher levels, she also learns deadly black magic.

EDGE

Edge is a powerful ninja that you meet once you're deep into the game. He can wield most of Cecil's swords, but he's best with throwing darts. He also has special ninja techniques that no one else can use. You can count on him in tough situations.

KAIN

Kain begins the adventure with you, but he occasionally disappears during the game. While he's well skilled with several weapons, his real combat strength lies in his jump-attack. It does more and more damage as he gains levels. Keep an eye on him though....



ROSA

When you first leave Baron, Rosa stays behind. But fate brings you back together during your quest. Rosa has the most powerful white magic in the game. You can count on her to heal the party's wounds and pull the wool over the enemy's eyes.

Airship 2

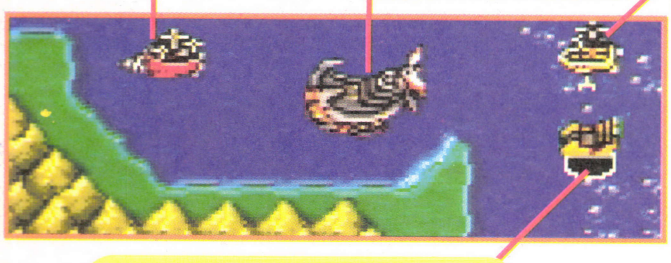
When your party gets barricaded underground, Cecil builds a new Airship equipped with a drill to burrow back to the surface.

The Big Whale

Your adventure ultimately leads to the moon, but an airship just can't fly that far. Where can you find the Big Whale? Just keep wishing for it....

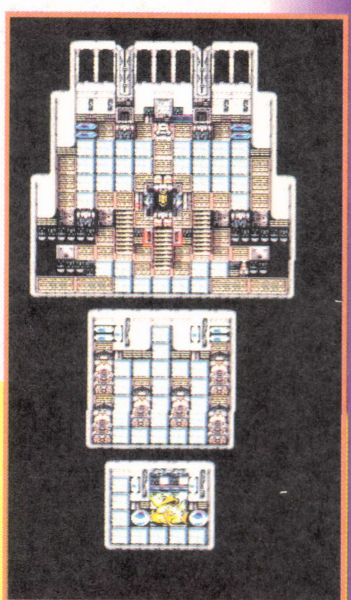
Airship 1

This is your first airship. You should be happy to learn that nothing can attack you while you're flying in it. Later, it's fitted with a claw in order to carry the hovercraft.

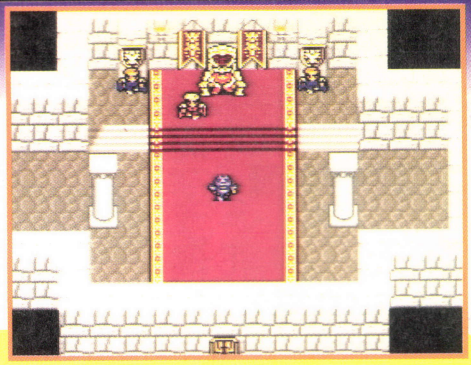


Hovercraft

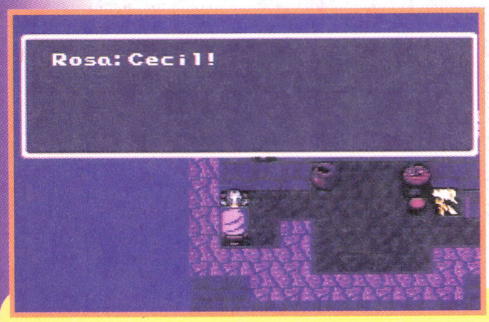
You can find this, your first mode of transportation, near Damcyan. It can take you to new places by hovering over the stones that lie in the ocean.



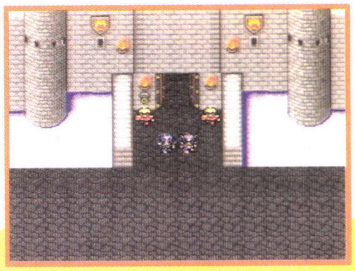
Here's a closer look at the Big Whale. You can plot your course using the console in the front of the ship. The crystal behind the console activates interplanetary traveling. There's a rest area where you can regain your strength in the middle of the ship, and the curious-looking baggage handler in the back keeps track of your items.

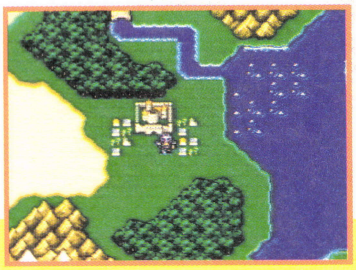


The story opens up just as Cecil and his Red Wings have accomplished their latest mission: They've taken a crystal from the people of Mysidia and returned with it to Baron. Cecil believes what they've done is wrong, but the king punishes him when he speaks up.

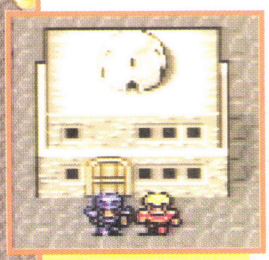


The king decides to have Cecil deliver a package at dawn to the town of Mist. Be sure to talk to everyone in the castle before retiring to your chambers — where Rosa is waiting for you.

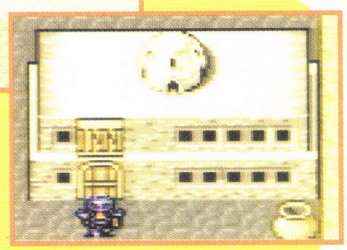




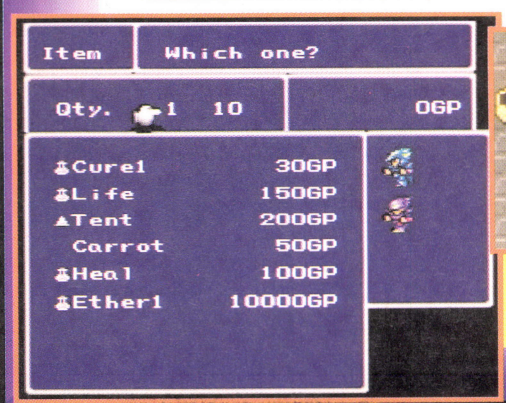
When you awake the next day, your friend Kain joins you, and together you leave for the town of Mist. Be sure to visit the town of Baron just outside the castle to prepare for your journey.

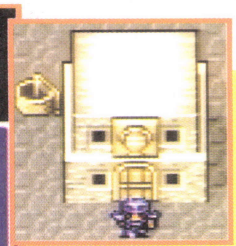


This is the Training Hall. Talk to the many students that attend class here to gather information. A man called Namingway can also be found here — he can change your name if you wish.

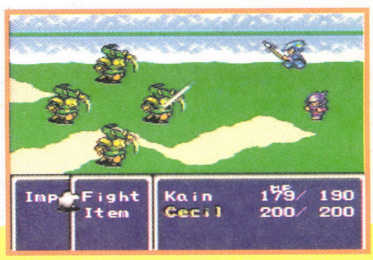


If your party is hurt or low in magic points, stay overnight in an inn. There's one found in every town.



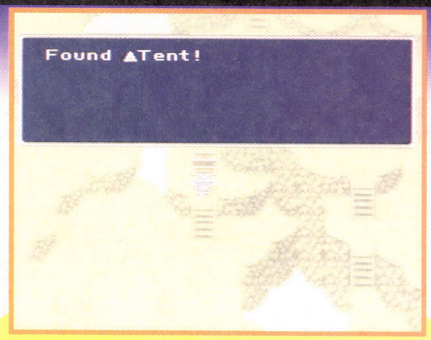


The Items Shop offers a varied selection of goods, most of which help you stay in good health as you travel.

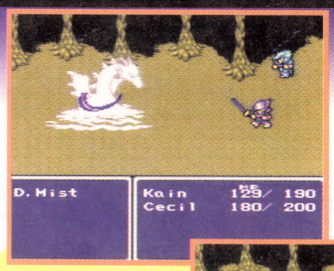


These imps attack you early in the game. They aren't difficult to destroy, so fighting them over and over is an easy way to build your treasury and gain experience.

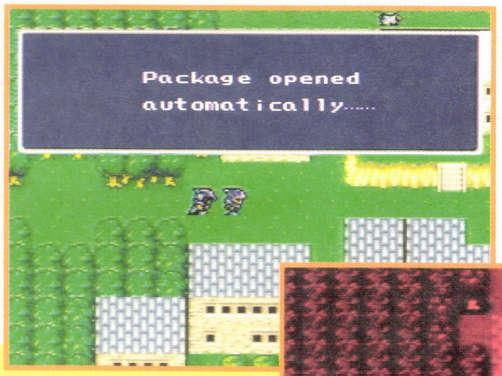
This cave lies to the northwest of Baron, and you must past through it to reach Mist. It's a good idea to save your game before entering — you can't once your inside.

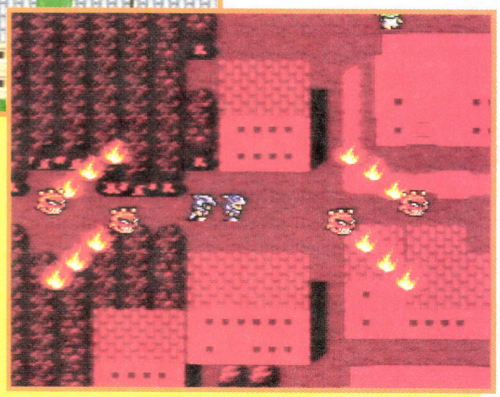


Be sure to search every nook and cranny of the cave. Out-of-the-way treasure chests hold cure potions, tents, and other useful items.

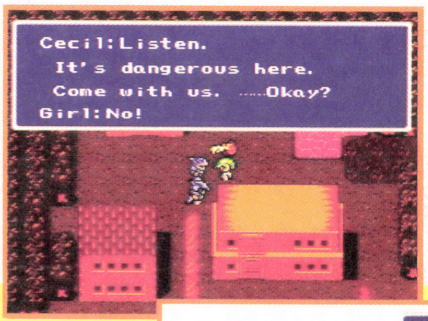


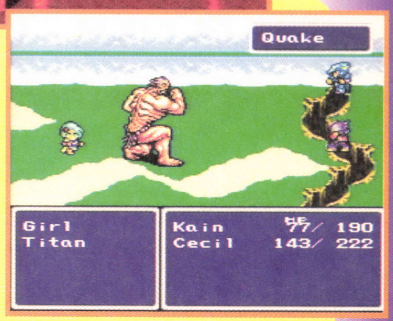
The dragon of Mist blocks the cave's exit. This is your toughest fight yet, so be sure to have some cure potions on hand. Use Kain's jump-attack and Cecil's sword-strikes. The dragon can't be hurt when it turns to mist, so parry until it reforms.





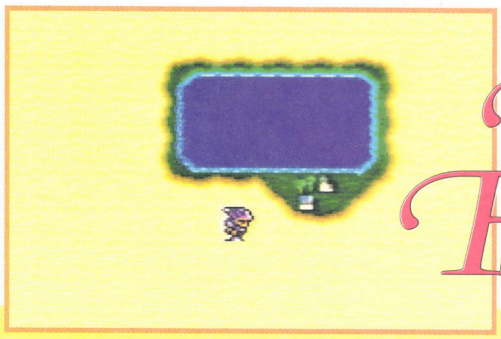
Cecil and Kain are horrified to discover the real reason they were sent to the town of Mist — to destroy it! The package Cecil carried sets the town on fire, leaving only one survivor.





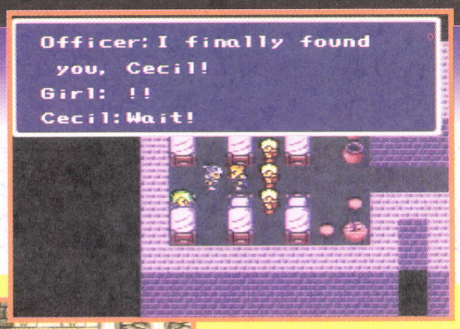
The one survivor of Mist blames you for her mother's death. When you approach her, she summons Titan, a huge monster that cracks open the ground beneath your feet.

Titan's quake inadvertently knocks out your whole party — including the little girl. When you regain consciousness, you're lying in an open field. But Kain is missing.

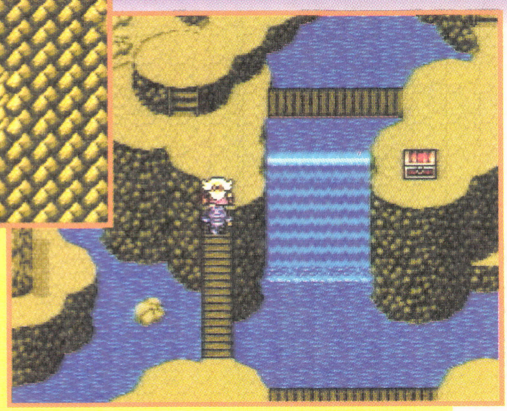


Cecil takes the injured girl to a northern town that lies near a pond in the middle of a scorching desert.

FINAL FANTASY II

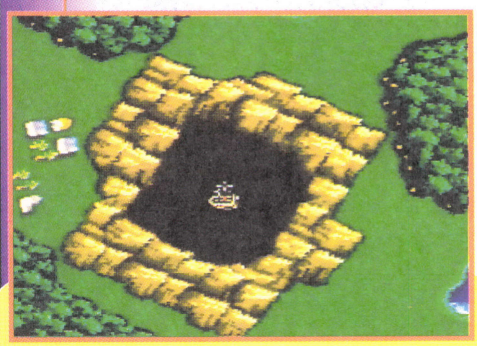


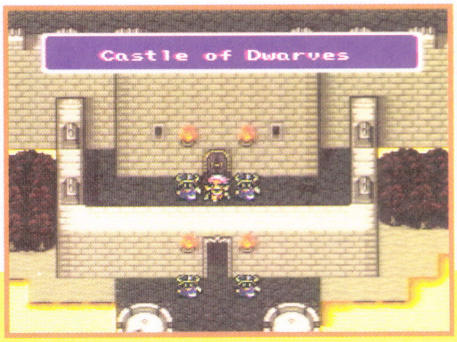
In an inn that night, Cecil is confronted by soldiers who have been sent for the girl. A fight follows, but you easily win. Now that you've proved your good intentions, the girl joins you. You find out that her name is Rydia.

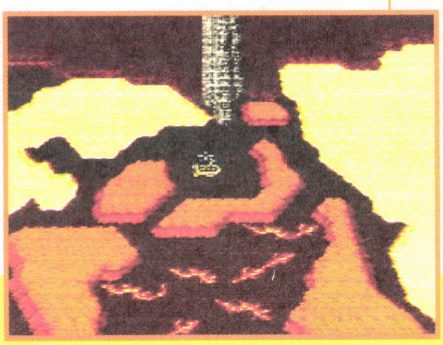


After exploring the town, continue northward to another cave. Inside, you find (among other things) this mysterious old man. He plays a vital role in your adventure.

A Look Into the Future







Beneath the earth's surface lies an entirely new land to explore — the Underworld. You can enter it through an island mountain. New adventures wait there, as well as new friends and new dangers.

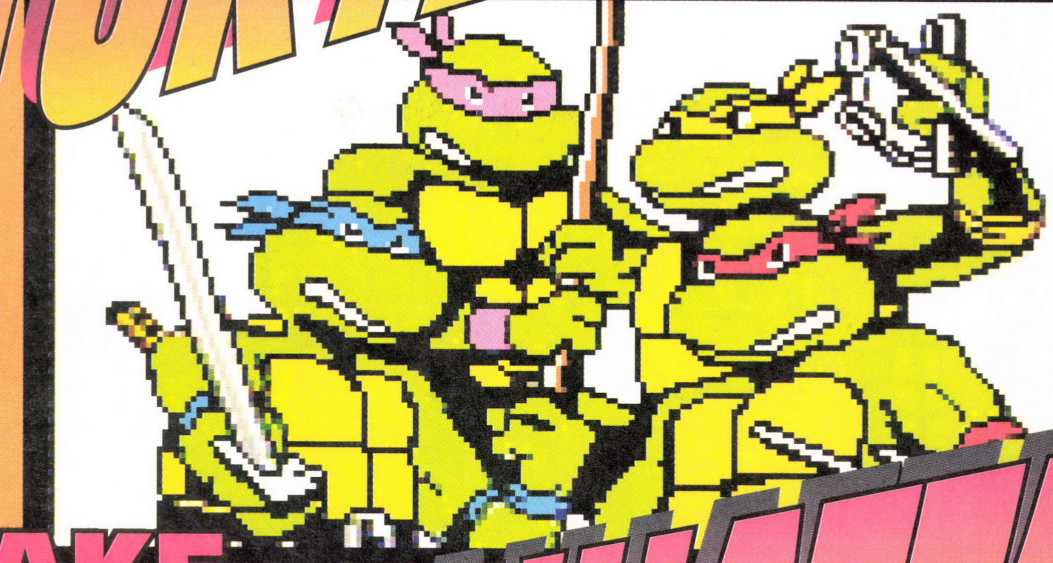
FINAL FANTASY II

The climactic final battle takes place on, of all places, the moon. To get there, you must find the Big Whale. Be ready for some shocking revelations once you enter the final dungeon.

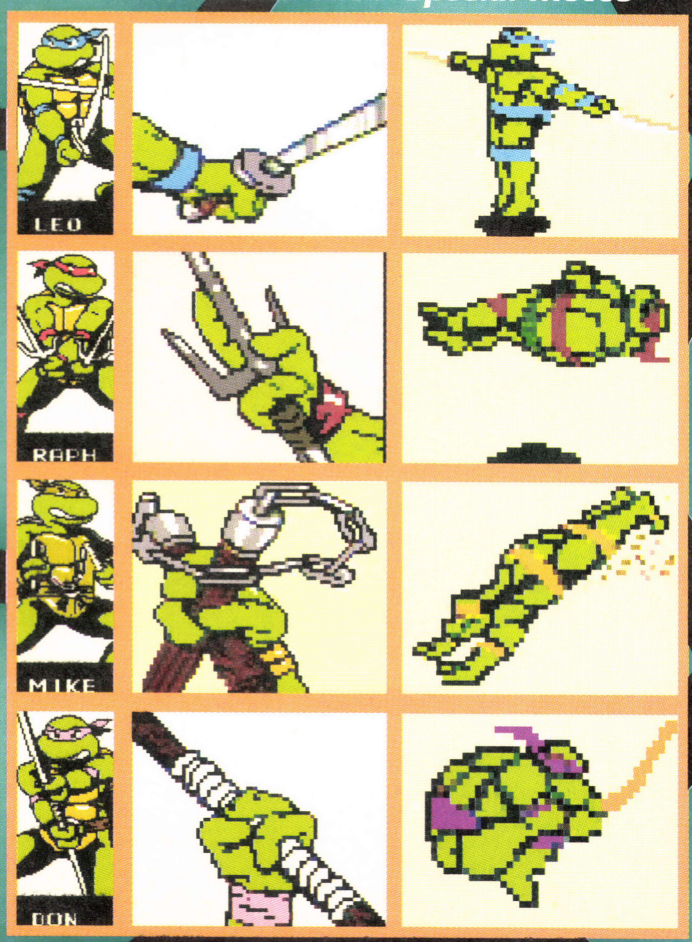
GP

TURTLES TAKE MANHATTAN

NES
KONAMI



The Turtles and Their Special Moves



JONATHAN GAGNON

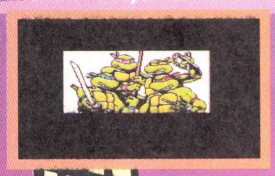
All those dudes and dudettes that can't get enough of those crazy, pizza-loving reptiles are in for a treat. Donatello, Leonardo, Michelangelo, and Raphael have been relaxing in Florida. But their vacation's about to be cut short.

Crime waits for no turtle, and the TMNT gang was watching TV when they saw Shredder interrupt April's newscast with a personal message for our heroes in a half shell: He's not only kidnapping April, but he's also stealing a little plot of land — Manhattan!

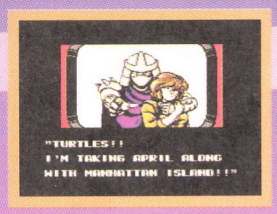
In *Teenage Mutant Ninja Turtles III — The Manhattan Project*, the foursome must keep Shredder from taking a bite out of the Big Apple. There's nothing particularly new in this NES adventure, but the action is reliable. The turtles must rescue April (again) and fight a lot of familiar faces. In fact, the screens and enemies can be repetitive. But the watersports are new, and the overall playability is stronger than in the last game. Action fans should be satisfied, and turtle-lovers will be happy with *The Manhattan Project*.

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4510

Look who's back — that crazy crew of Teenage Mutant Ninja Turtles.

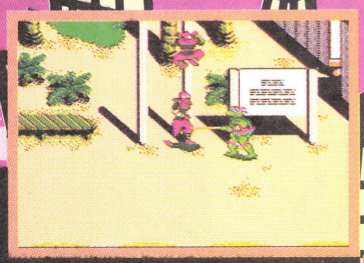


The turtles deserve a vacation after all the Shredder-kicking done in their previous games.

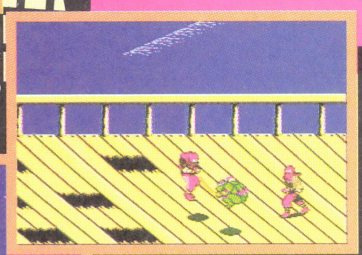


But wait! Shredder is up to his old tricks — and this time he has taken over the city of Manhattan as well as kidnapped April.

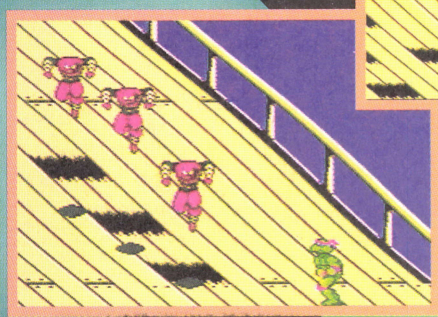
Cover your eyes because these Foot Soldiers throw sand. Move out of the line of fire and strike them down.



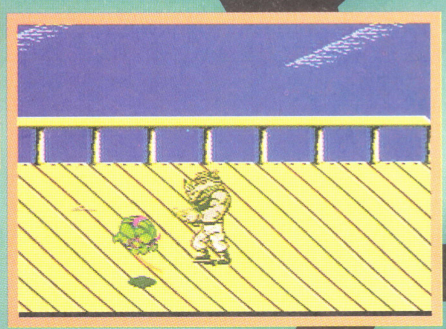
Stand close to these poles and keep swinging your weapon. The Foot Soldiers slide right into their death.



Some of these Foot Soldiers carry throwing stars. Stay out of the line of fire, then move in for the kill when they stop throwing them.



Here's some turtle advice: When you're down to one bar on your life meter, start using your special move. It's more powerful than regular maneuvers, and your meter won't decrease when you use it.

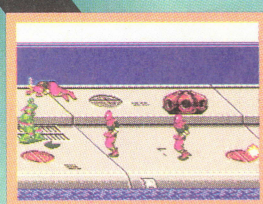


Make sure you're out of the line of Rocksteady's gunfire. When he charges, leap over him, then hit him with all your muscle.

Surf's up, dude! If you stand against the edge of the screen while swinging your weapon, the Foot Soldier should move right into it.

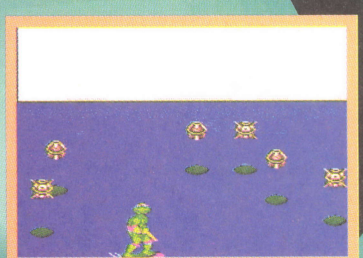
When you hit this flood of Foot Soldiers, stand against the edge of the screen and they should pass right by.

These sub-bosses are a piece of cake if you use your special weapon.

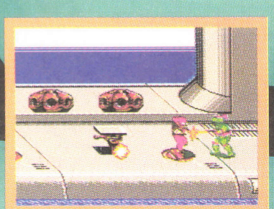


Position yourself in the left corner to avoid the gunfire and to lure the Foot Soldier into your sword.

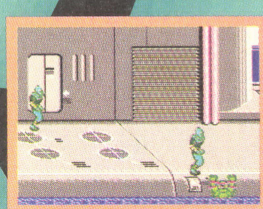
These electrodes line up with the turtles and try to barbecue them. When fighting a Foot Soldier, look for them, then dodge the blasts, or throw a Foot Soldier into them.



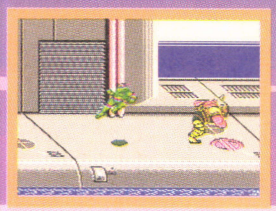
When this wave of electrodes comes at you, make sure you're against the edge of the screen.

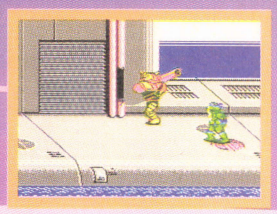


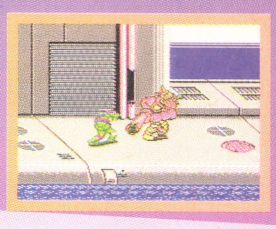
Be on the alert for Foot Soldiers popping out of manholes. Stand on the right edge of the screen to avoid deadly gunfire.

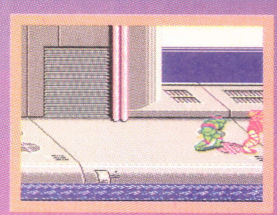


Don't worry if the turtles slip and fall off the submarine — they can hang on and jump back onto the vessel.

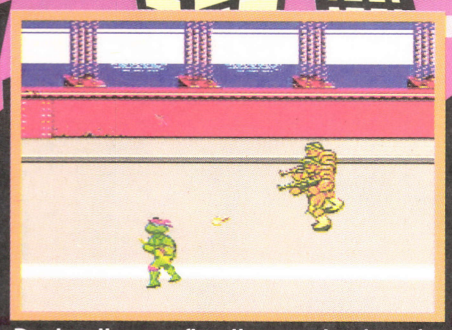




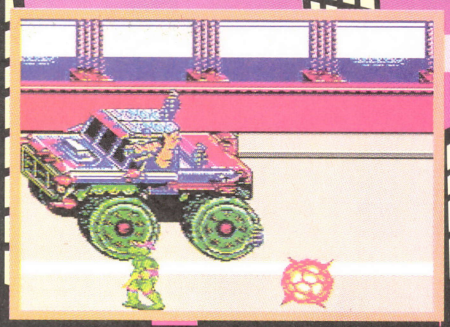




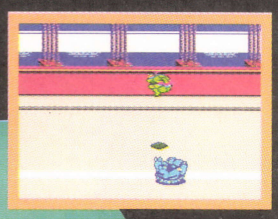
GroundChuck tries to head-butt the turtles. To defeat him, first hop over him when he charges. When he's stuck in the side of the screen, that's your cue to swing at his back. You can also hit him in the back when he swings pipe.

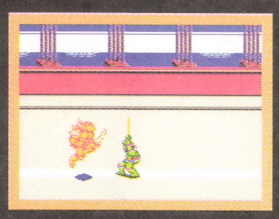


Dodge the gunfire, then go in close for the kill.

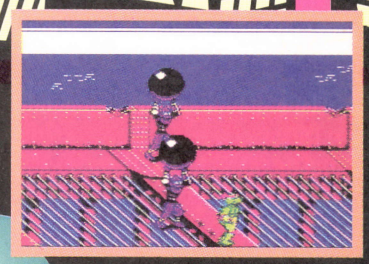


When you see the grenades coming from this truck, start walking to the left — the grenades will fall behind you.

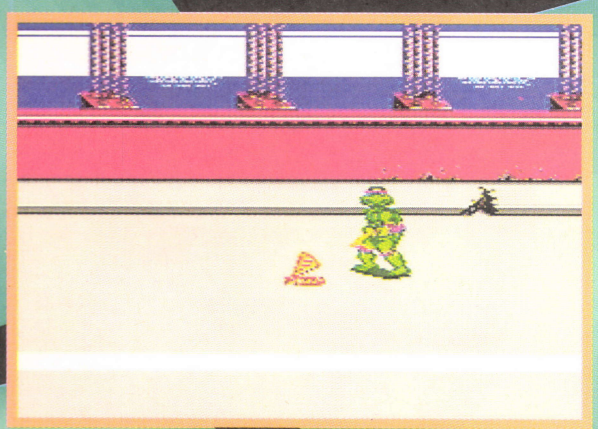




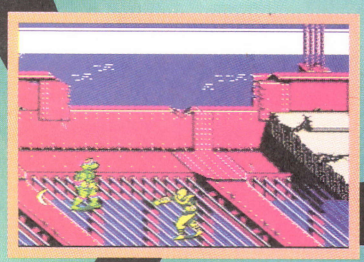
Slash does a break-dance move on you by spinning on his back. Leap over him, then give him a knuckle sandwich when he stands up.



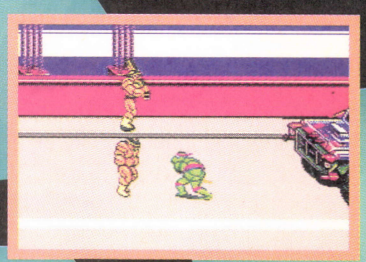
Jump-kick these Foot Soldiers to make them drop their giant spheres.



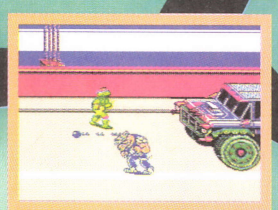
Mmmm, pizza — what every growing ninja turtle needs.

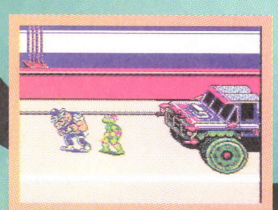


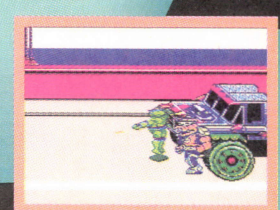
Wait until this guy fires his boomerang, then slip in and strike at him. Make sure you watch out for the returning boomerang.



Stand in one place here and keep swinging your weapon. The stone warrior walks right into the blade.

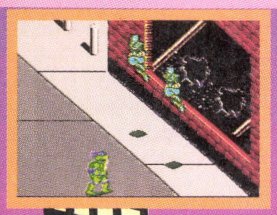


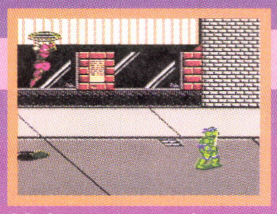




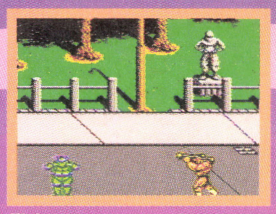
To defeat BeBop, wait until he throws his ball and chain, then move behind him and whack his back. Quickly move away to avoid his kick. The easiest way to defeat him is to put yourself against the truck when Bebop's in front of you, then keep repeating your special move. He won't even be able to touch you.

You'd think these Foot Soldiers could use a door.

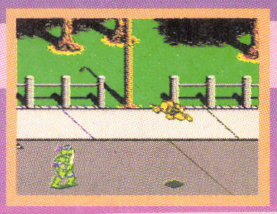




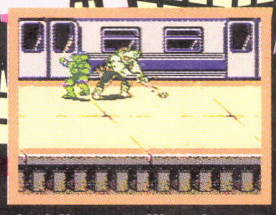
Make sure you're out of the line of this Foot Soldier's fire, or else you'll be swallowing a manhole cover.



This weapon temporarily blinds the turtles, so get close enough to the Foot Soldier so that his weapon can't touch you.



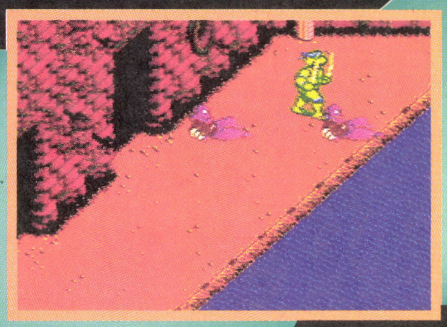
The Foot Soldiers try to jump-kick or leap at you if they're a couple of steps away.



When Dirtbag hops out of his railroad car, he tries to hit you with a beam from his head. He also uses his pick to puncture your turtle shell. Wait until his pick is stuck, then come from behind and slaughter him.

Hey — anybody up for a little electrical limbo? If not, just leap over the electrical beam.

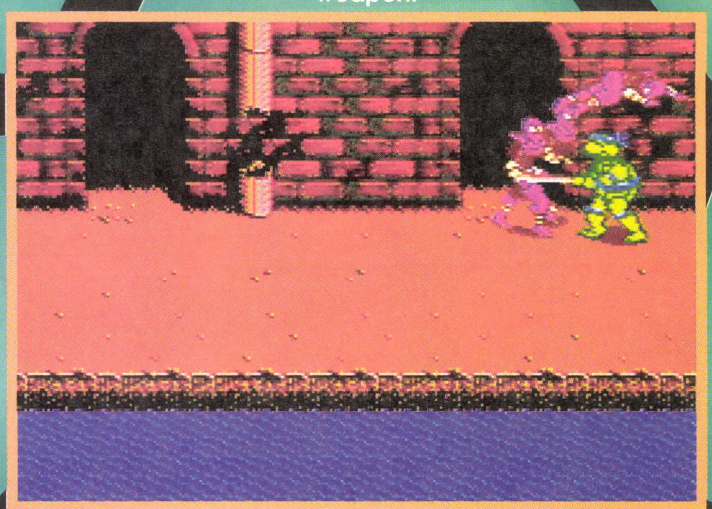
When these flying bugs try to kamikaze you, swing in their direction so they hit only your weapon.



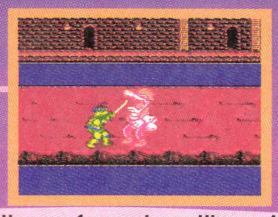
Hey, a sliding Foot Soldier isn't going to stop this turtle from getting to Shredder.

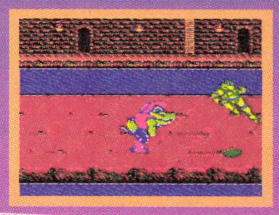
Stand in this spot and keep swinging so that the pesky robots hop into your weapon.

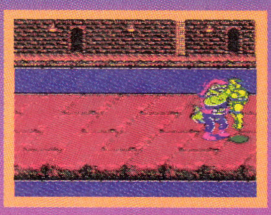
Mother Mouser hops around the screen and keeps burping out those pesky robots. Get close and use your special move if it's needed.



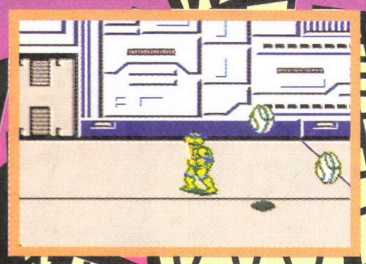
Stand right beside this door and when the Foot Soldiers walk out, they won't know what hit them.

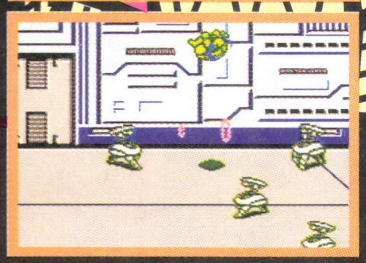




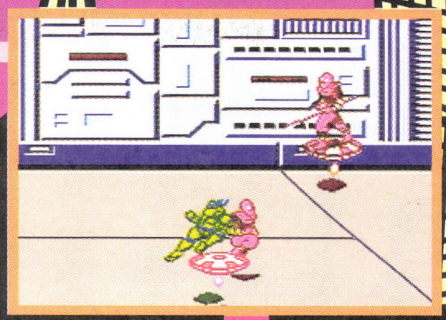


There's nothing like fighting a formal reptile. Although you can hit Leatherhead, then quickly move to avoid his tail, your *best* move is to keep jump-kicking him. When he starts to charge, continue to jump-kick so that he can't grab you and throw you against the wall.

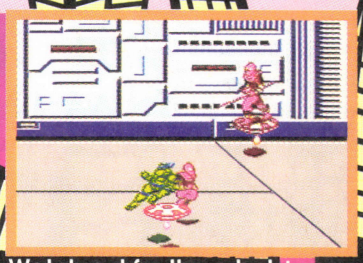




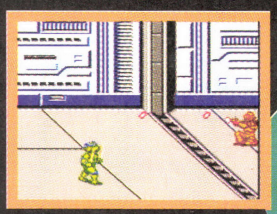
Dodge the falling eggs, and, as they hatch, keep swinging at them so they hit the robots.



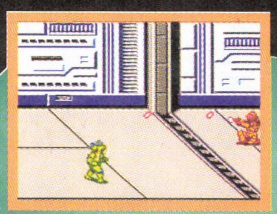
To remove the Foot Soldiers from the saucers, do a flying jump-kick.



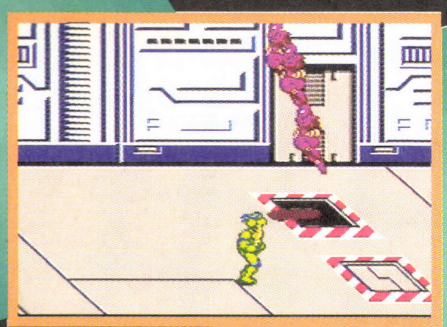
Watch out for the robots' gunfire.



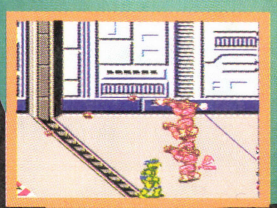
Move cautiously around these hatches — you never know what might pop out.



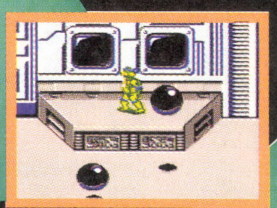
To get the pizza, creep up to the Foot Soldier and hop between his gun blasts while swinging at him. Don't worry if you get hit — the pizza restores your life meter.



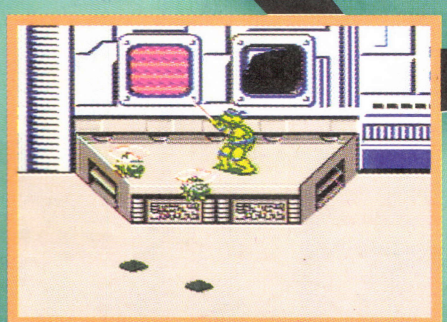
Let these bulky villains walk into your sword.



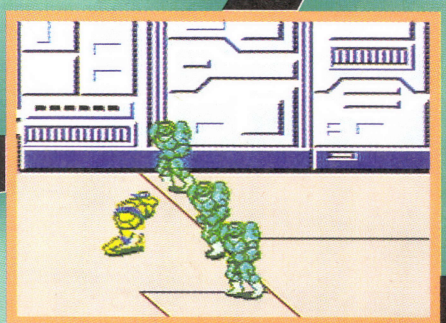
Position yourself here to avoid the oversized bowling balls.

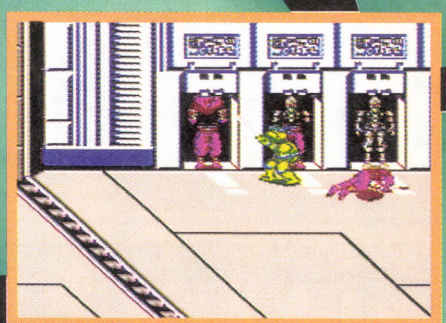


Instead of leaving this platform, stand here and swing at these flying bugs. Where's the can of Raid when you need it?

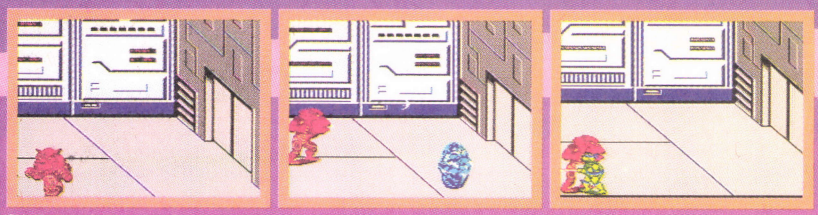


As the Foot Soldiers are being made, stand by the door and pick them off one by one.

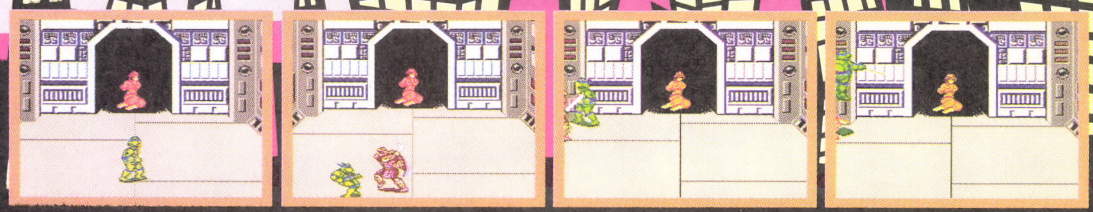




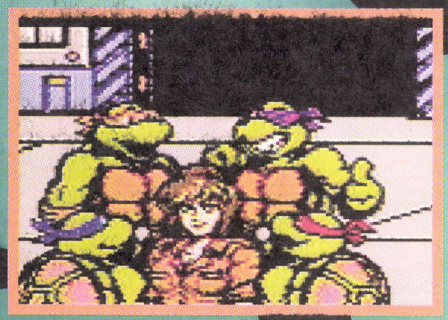
There's a pattern to the electrical beams: one low and one high. Jump the low one and walk under the high one — even while you're fighting a Foot Soldier?



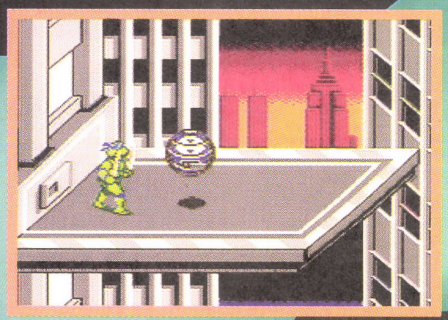
Rahzer tries to freeze you into a turtle popsicle. Lead him into the corner and jump on him. Watch out for the crystals he blows and keep hitting.

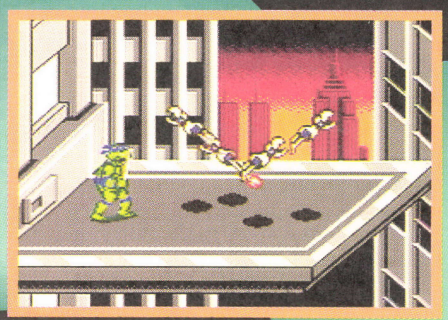


April's free at last — at least, she is if you can defeat Shredder. An easy way to destroy him is to position yourself one step below him while he's against the wall, then hit him with your special move. When he leaps around the room, just move out of the way and position him against the wall again. Keep it up until he's obliterated.

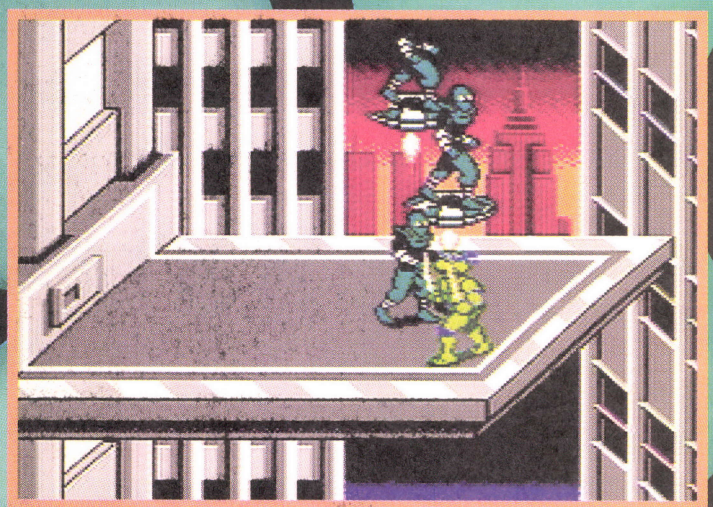


With April in safe hands, concentrate on wringing Shredder's neck.

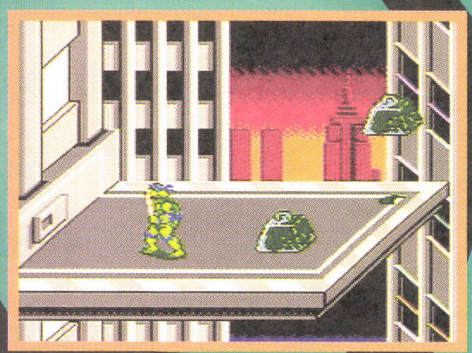




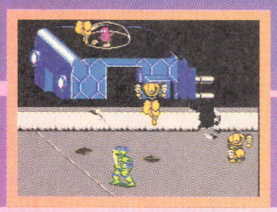
Watch the shadows — they tell you where something might fall. This ball explodes into those pesky robots.



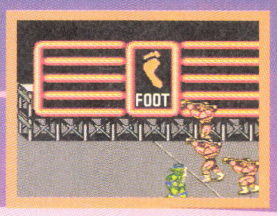
These Foot Soldiers try to flatten you, so knock them all of their platforms with jump-kicks before you start fighting them.



Watch out for the barrage of fallen weights. Dodge them by watching the shadows.

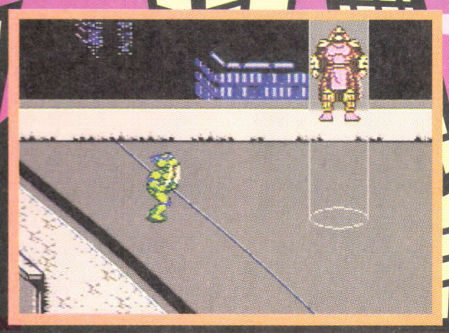


This spacecraft holds still more Foot Soldiers.

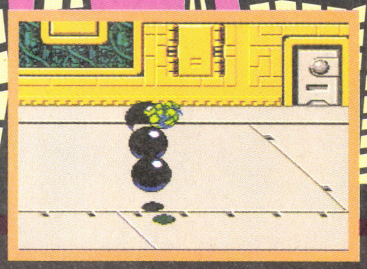


Make sure the turtles don't get too close to the electric sign, or else you've got fried green turtles.

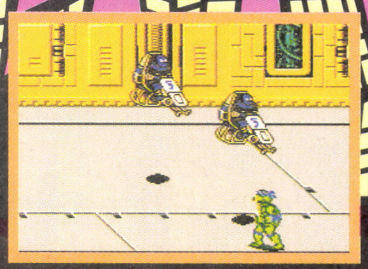
If you're desperate to beat Tokka, then stand against the edge of the screen and keep doing your special move. When he tries to bring you into his line of fire, move away, but come back to the same spot and keep doing your special move.



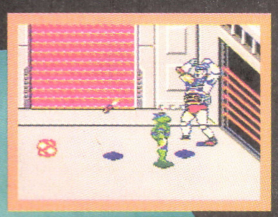
Shredder's getting away, but he'll have to fight the turtles *some*time.

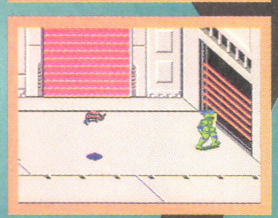


Walk cautiously — you don't know what might come charging at you.

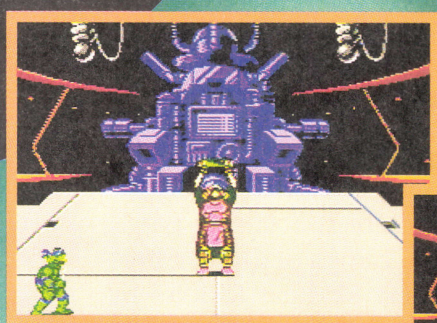


Use your special moves on these two spacecrafts. One hit, and they're toast.

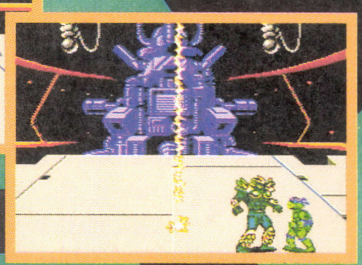


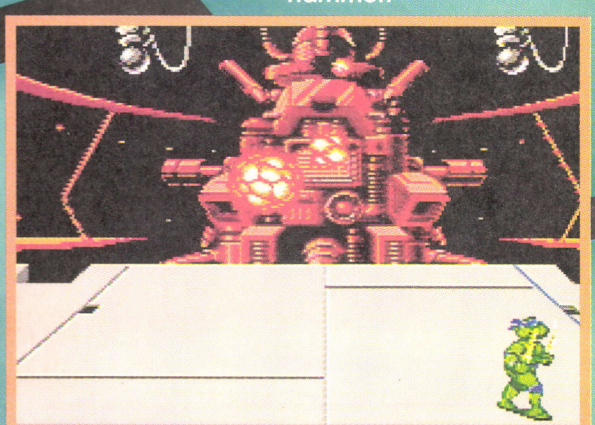


To defeat Krang, the best thing to use is your special weapon — especially when he starts to spit out bombs from his stomach. When he spits, watch out for his top half, which tries to flatten you with the hammer.

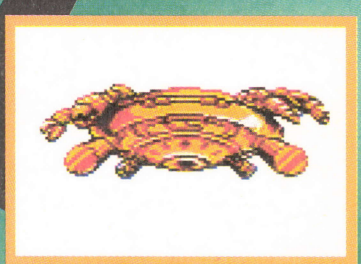


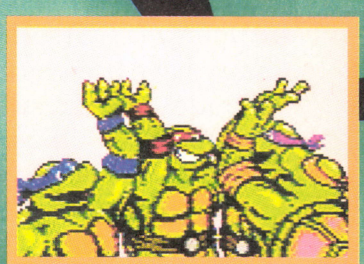
Here's Shredder again. But wait — this is *Super* Shredder! When he stops to shoot lightning, hit him with your special weapon to take him out quickly.





Let's get out of here — this place is going to explode!





Cowabunga, dude! You've done it! Now it's time for some pizza.

GP

Bill & Ted's EXCELLENT GAME BOY® adventure™

Phill Powell

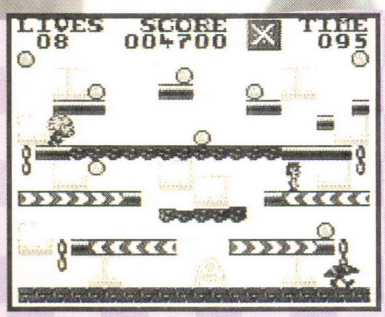
What we've got here is a puzzle game populated by a bunch of dudes ranging from Albert Einstein to Joan of Arc. But don't look for Bill and Ted among the cast of characters. The California twosome hardly appear in this less-excellent adventure.

The ten missions in **LJN's** *Bill & Ted* (which form a total of 50 different puzzle rooms) take you from the primitive world of one million B.C. to today's shopping malls. It seems that the esteemed heroes of history have been turned into villains by a dangerous dude bent on restructuring history *his* way. This is a fun twist, although it's disconcerting to find yourself running away from a kindly old gent like Abe Lincoln, who's been changed from Honest Abe to Evil Abe, a true killing machine.

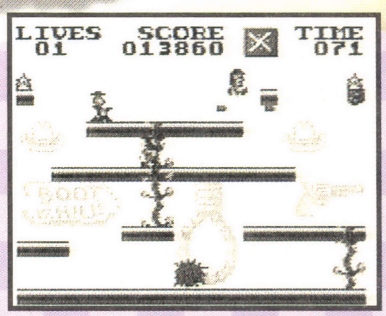
Players looking for a lot of contact with Bill and Ted should be forewarned, however. Although the game's heroes show up briefly to introduce their game, you don't have a lot of contact with them once the action begins. This won't bother anyone except the die-hard Bill and Ted fan who dislikes puzzle games. *That* person should look elsewhere because this is, without a doubt, a puzzle game.

Your goal is to collect all the time fragments scattered throughout the puzzles. You accomplish this by running or leaping into the fragments. There are a number of tiny jumps you have to make to keep from falling through the platforms and into some totally black hole, so you need precision control of the directional pad to keep out of harm's way.

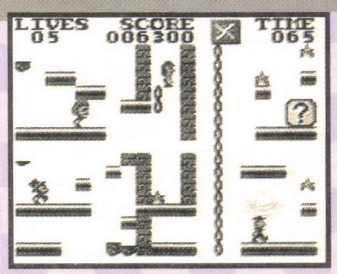
How will future generations regard Bill and Ted? Will they be able to understand our fascination with these celebrated "rad dudes" and their exploits? Will their legends grow well into the next century? Those are big questions — important questions — and they need to be asked. But while you're pondering the earth-shaking answers, feel free to enjoy the Dude Duo's newouting, *Bill & Ted's Excellent Game Boy Adventure.*



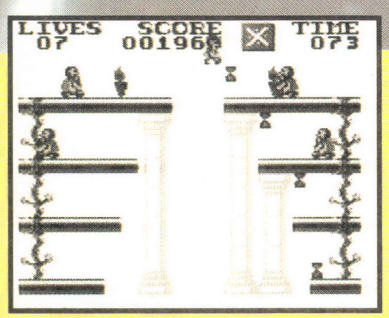
In Adventure 1, Quest 3, you ride conveyor belts for the first time. In later quests the conveyor belts become even trickier modes of travel.



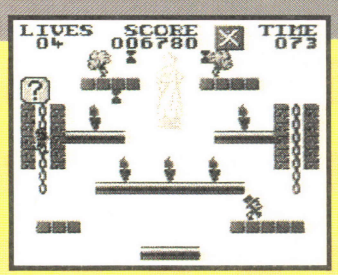
An armed and ornery cowpoke stands guard in the first quest of the second adventure: New Mexico, 1879. When he stops moving and fires, he shoots in both directions.



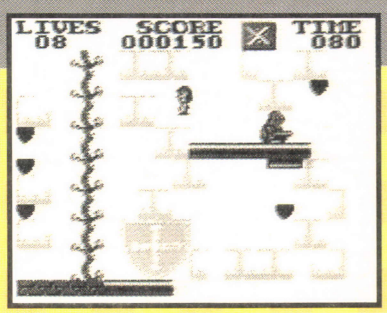
The order that you pick up stars first becomes important in Adventure 2, Quest 3. From here on, you must consider which stars control the appearance of floors, vines, chains, and pipes.



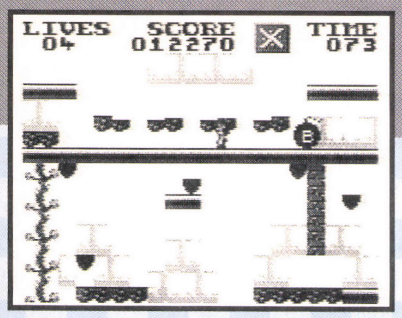
Multiple images of Socrates inhabit the third adventure. These wise (but unfriendly) philosophers try to bump you into the fiery torches or off the ledges.



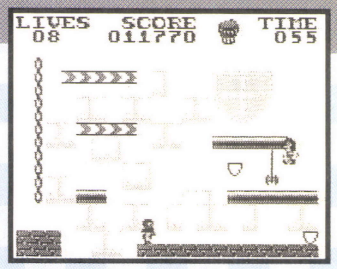
What's behind the question mark? The bonus items are a real mixed bag, offering anything from bombs and extra lives to grinning skulls that terminate your current life. Feeling lucky?



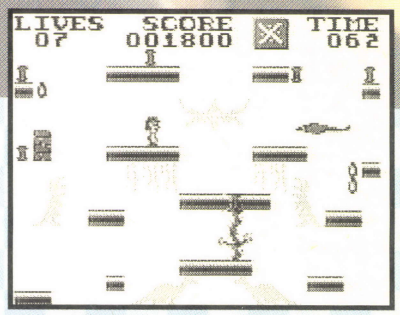
Medieval England is the setting for the fourth adventure. See the shield to the left of the floating platform? Jump off the vine and grab the shield to make the floor appear beneath you.



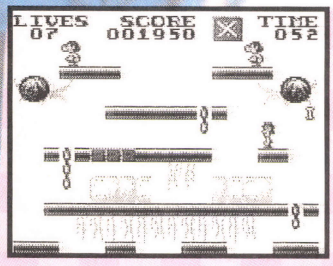
Sometimes you must get certain bonus items to complete the quest. You can't, for example, collect the remaining shields without first blasting a hole in the floor.



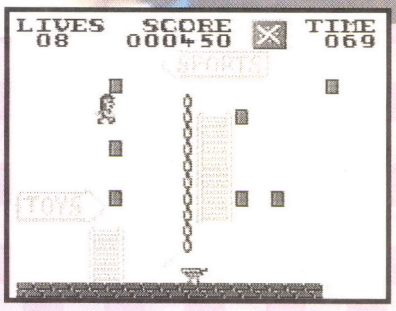
You may be tempted to run underneath this swinging blade, but all that doe is separate your head from your shoulders. Jump above the blade and through its handle.



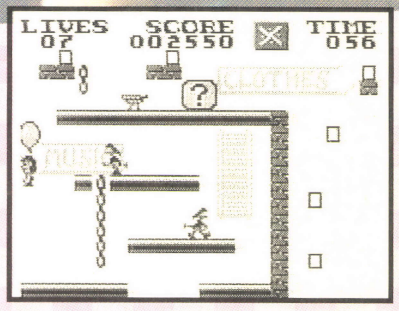
In the first quest of Adventure 5, you're introduced to the game's first free-floating enemy. The prehistoric bird that follows you around isn't restricted to any certain area.



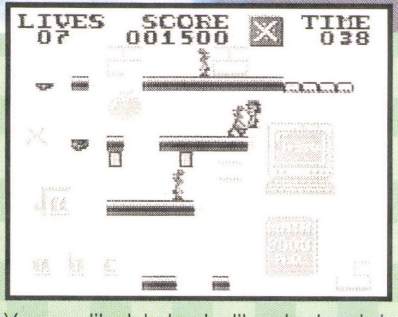
There is a predictable pattern to the cave-men's boulder-tossing in 5-2, but it's quick and dangerous.



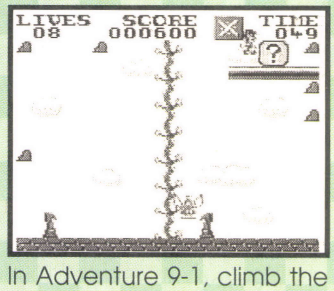
The first three credit cards you grab in this quest make the rest of the mall disappear. Remember where the supports and walls were so you can nab the rest of the cards.



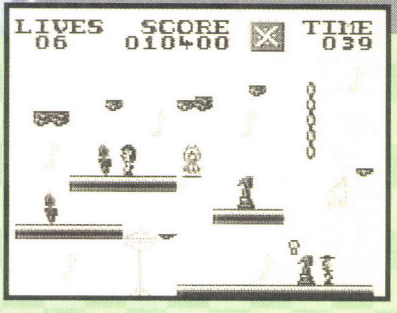
The bonus balloon takes you straight to the top in 6-2.



Your unlikable lookalikes try to pick you up and toss you off the ledges of Adventure 7, Quest 2.



In Adventure 9-1, climb the vine to grab the harps near the top of the screen, then build platforms to get to the rest of the harps.



Angels are chasing you, and the floor's disintegrating below your feet in 10-3. If you want to stand a chance of surviving, move fast through this quest.

Bill & Ted GO TO HEAVEN— AND TO HELL

Leslie Mizell

In *Bill & Ted's Bogus Journey*, the most excellent duo don't just end up in hot water — they end up dead!

This most non-heinous movie picks up shortly after 1989's *Bill & Ted's Excellent Adventure* left off. The dopey dudes are out of high school (thanks to that A in history class), but their musical career is headed strictly nowhere. Bill and Ted (Alex Winter and Keanu Reeves, respectively) are flipping burgers and waiting for *another* big break.

But before you can say "phantasmagorical," a second set of Bill and Teds appears, claiming to be from the future. These twins are actually evil robots sent from the future to kill Bill and Ted before their band, the Wyld Stallyns, can fulfill its destiny and inspire world peace. The "evil us's" as Bill and Ted refer to their robotic twins, throw our heroes off a cliff, where they're claimed by the Grim Reaper.

Once they've defeated "His Royal Deathness" (William Sadler) in a contest of Battleship, Twister, and Clue, Mr. Reaper joins the boys as they travel through time and space trying to defeat their evil twins. Bill and Ted eventually convince Martian scientists to build a *good* set of robotic twins, and soon the screen is crawling with Bill and Teds galore.

You'd think Winter and Reeves had enough to do playing Bill and Ted, the evil us's, and the good us's. But Winter puts on a couple of pounds of makeup to play Bill's 88-year-old grandmother, and Reeves has the ghostly Ted inhabit the body of his police-chief dad!

Bill (Alex Winter) and Ted (Keanu Reeves)

The music in *Bogus Journey* is totally bodacious. The soundtrack from the film features metal-head giants such as Slaughter, Faith No More, Megadeth, Winger, Richie Kotzen, Love on Ice, Neverland, Kings X, Primus, Kiss, and Steve Vai.

In addition to providing music for *Bogus Journey*, several musicians also appear in cameo roles. For example, Faith No More's Jim Martin plays the world's greatest guitarist, Primus appears as Bill and Ted's competition in the Battle of the Bands sequence, and blues artist Taj Mahal is cast as the gatekeeper to Heaven.

Bogus Journey has even more thrills, even more music, even more kooky language, and even more Bill & Teds than *Excellent Adventure*.

Bill & Ted SPEAK

Screenwriters Chris Matheson and Ed Solomon invented the Bill and Ted characters when they were in college. By the time they decided to do a Bill and Ted movie, they knew the characters so well that the screenplay was written in under two weeks. But it took four *years* to get the film made.

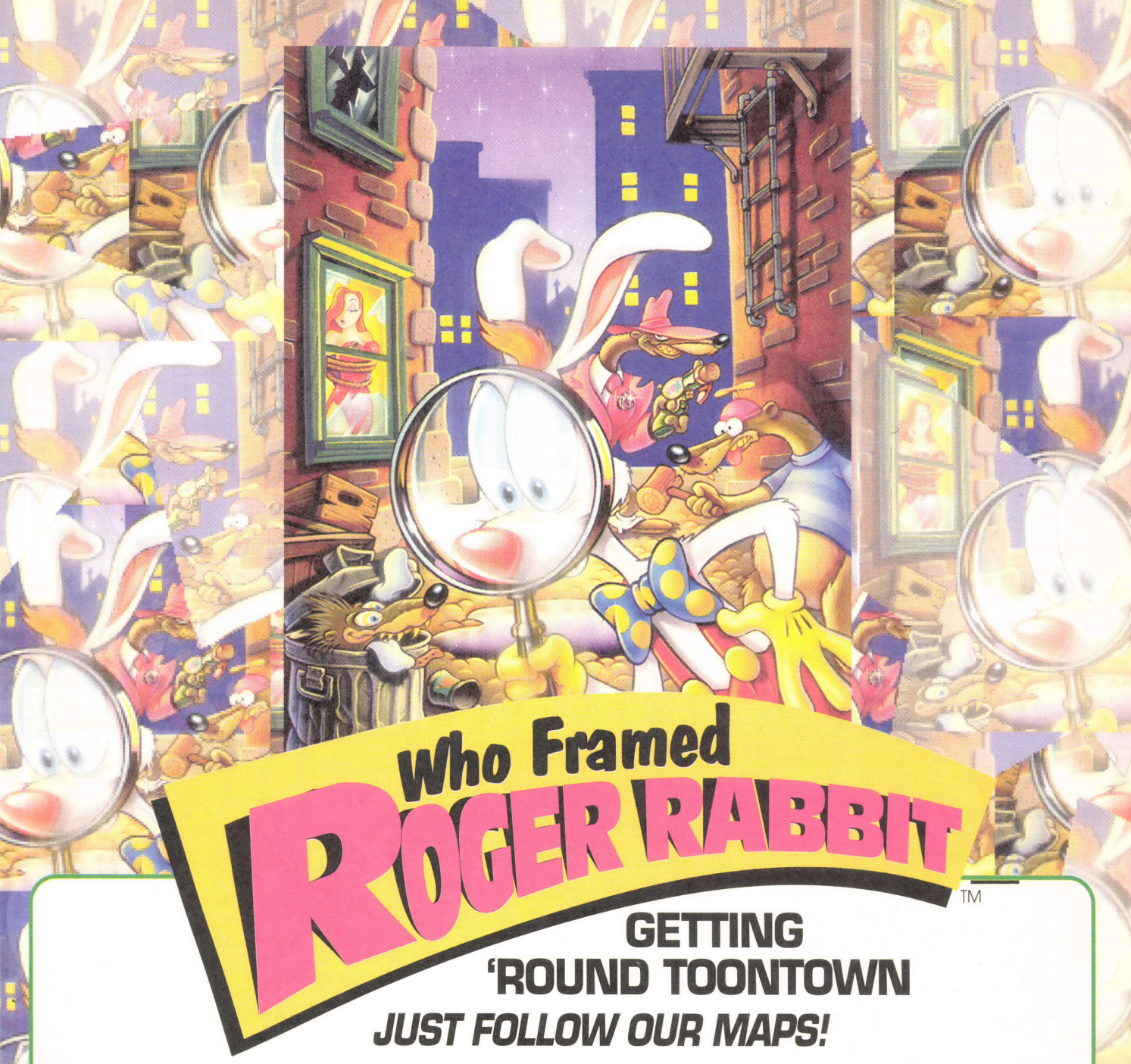
Don't spend four years trying to learn the distinctive Bill & Ted Speak — now *you* can learn to talk *just like them* for just the cost of this magazine! Impress your friends! Frighten your parents! We guarantee that if you pepper your speech with these expressions and start time-travelling in phone booths, people will *actually* mistake you for Bill or Ted.

Bill & Ted Speak	English
Excellent	Good
Most Excellent	Very good
Triumphant	Excellent
Stellar	Inspired
Sterling	Fully inspired
Melvined	Tricked, duped
Egregious	Most bogus
Bogus	Dangerously melvinized
Bodacious	Unbogus

Bill & Ted Speak	English
Heinous	Bad
Non-heinous	Good
Non-non-heinous	Really bad
Flake off	Adios
No way	Forget it
Yes way	Of course
Most atypical	Incredible, amazing
Phantasmagorical	Spooky
Princess babes	Medieval girlfriends
Dudes	Non-babe person age of the human species

GP

BILL AND TED'S BOGUS JOURNEY™ & ©1991 Orion Pictures Corporation. All rights reserved.



Who Framed ROGER RABBIT™

GETTING 'ROUND TOONTOWN

JUST FOLLOW OUR MAPS!

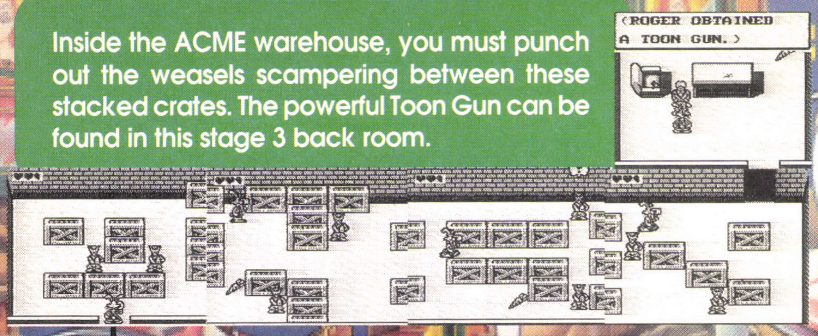
Richard Lashley

Roger Rabbit is having a bad day. Within 24 hours, his friend is shot, his wife is kidnapped, and an army of weasels attacks Toontown. Judge Doom, on the other hand, is having the time of his life. After all, it was his greed that started all the trouble.

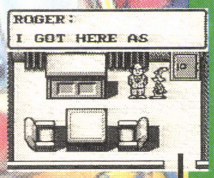
In **Capcom's** *Who Framed Roger Rabbit*, you're Roger, and you've got a job to do. To save your home and your girl, you must conduct a thorough investigation that encompasses five levels. Your first step is to find Eddie Valiant, the local private eye who knows a few things about Doom and his weasels. Once you've got Eddie on your side, you can start the hunt for Jessica.

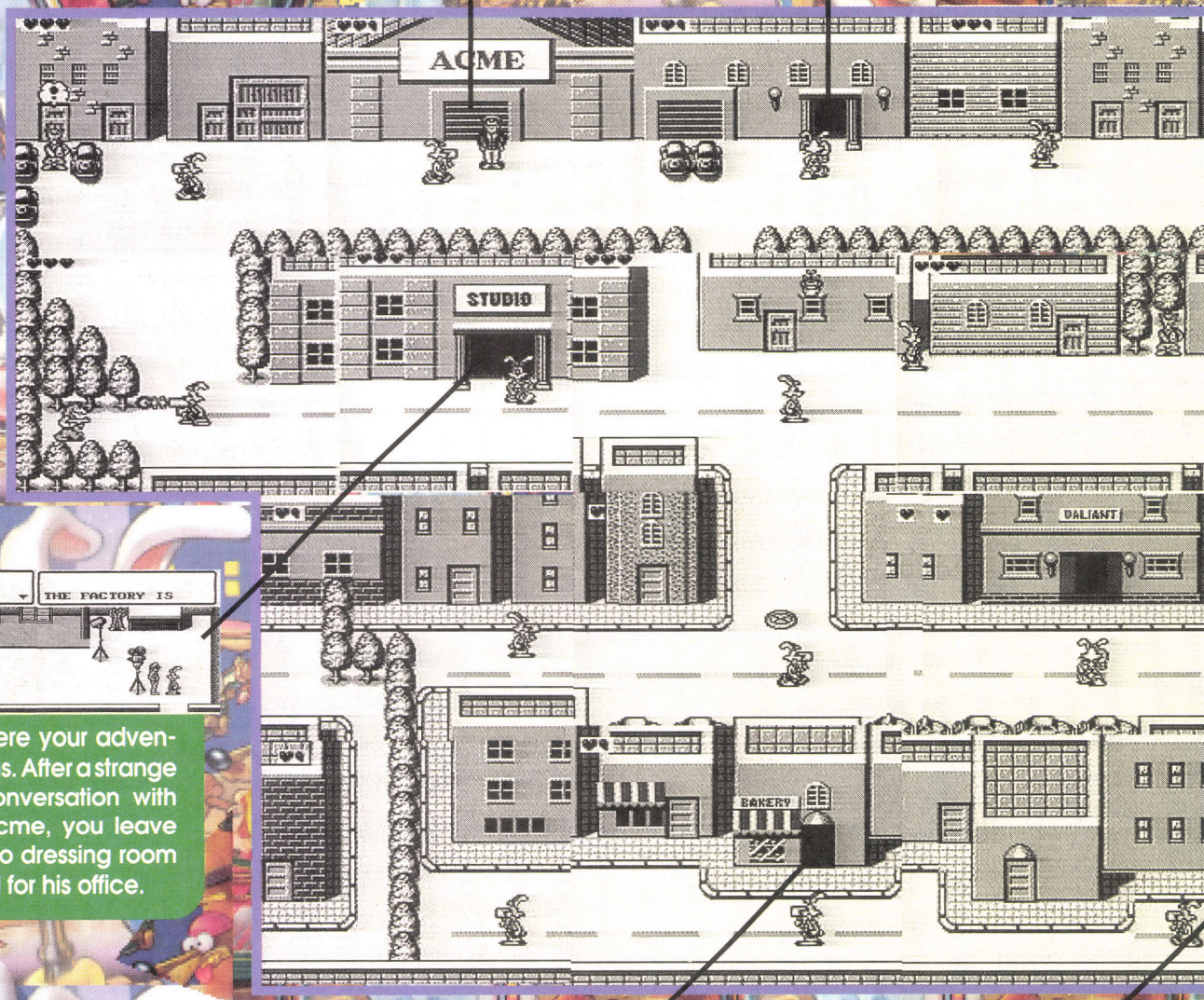
It won't be easy. Toontown is a big, wacky city, and its streets hide many clues crucial to your investigation. Making things worse, Doom's troops of weasels are on your heels every step of the way. But to help you along, we've constructed a detailed map on which you can plot your search. Expect the unexpected, brace yourself for surprises, and before long you can pl-pl-plan to storm Judge Doom's mysterious forest hideout.

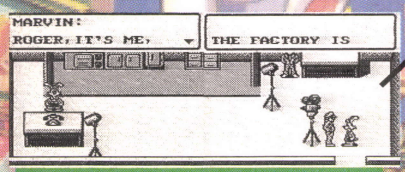
Inside the ACME warehouse, you must punch out the weasels scampering between these stacked crates. The powerful Toon Gun can be found in this stage 3 back room.



Marvin Acme tells you the whole sad story of Judge Doom's plans for Toontown. However, Acme won't stick around for long. What's that sound outside the office window? It sounds almost like a gun poking through the blinds.

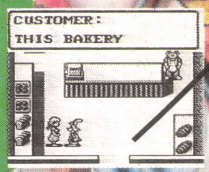




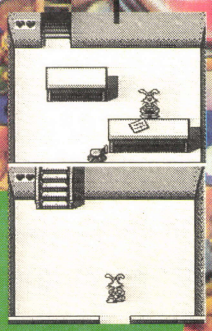


This is where your adventure begins. After a strange phone conversation with Marvin Acme, you leave your studio dressing room and head for his office.

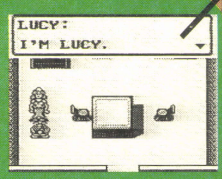
Stupid, one of Judge Doom's top weasels, is frequently seen in front of the bakery. Although the bakers can't help you catch him, Eddie Valiant tells you how to trap the weasel.



The password to the Paint and Ink Club is in this room, located on the second floor of the building next to Lucy's.



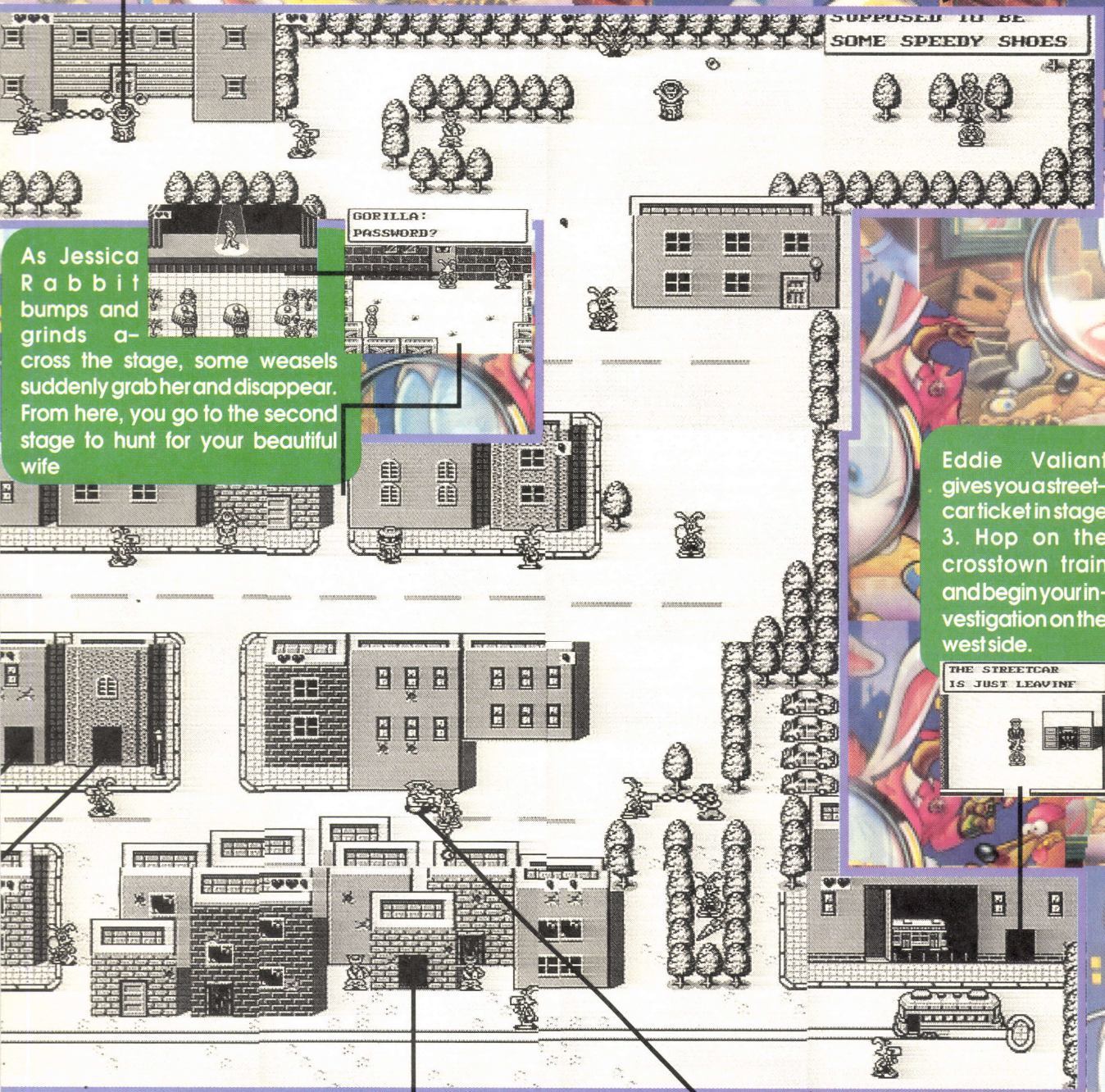
The Paint and Ink Club is very choosy about who gets to enter — especially when it comes to rabbits. Visit Lucy on your way to the club. She knows where to find the club's password.



The East Side of Toontown

Who Framed Roger Rabbit

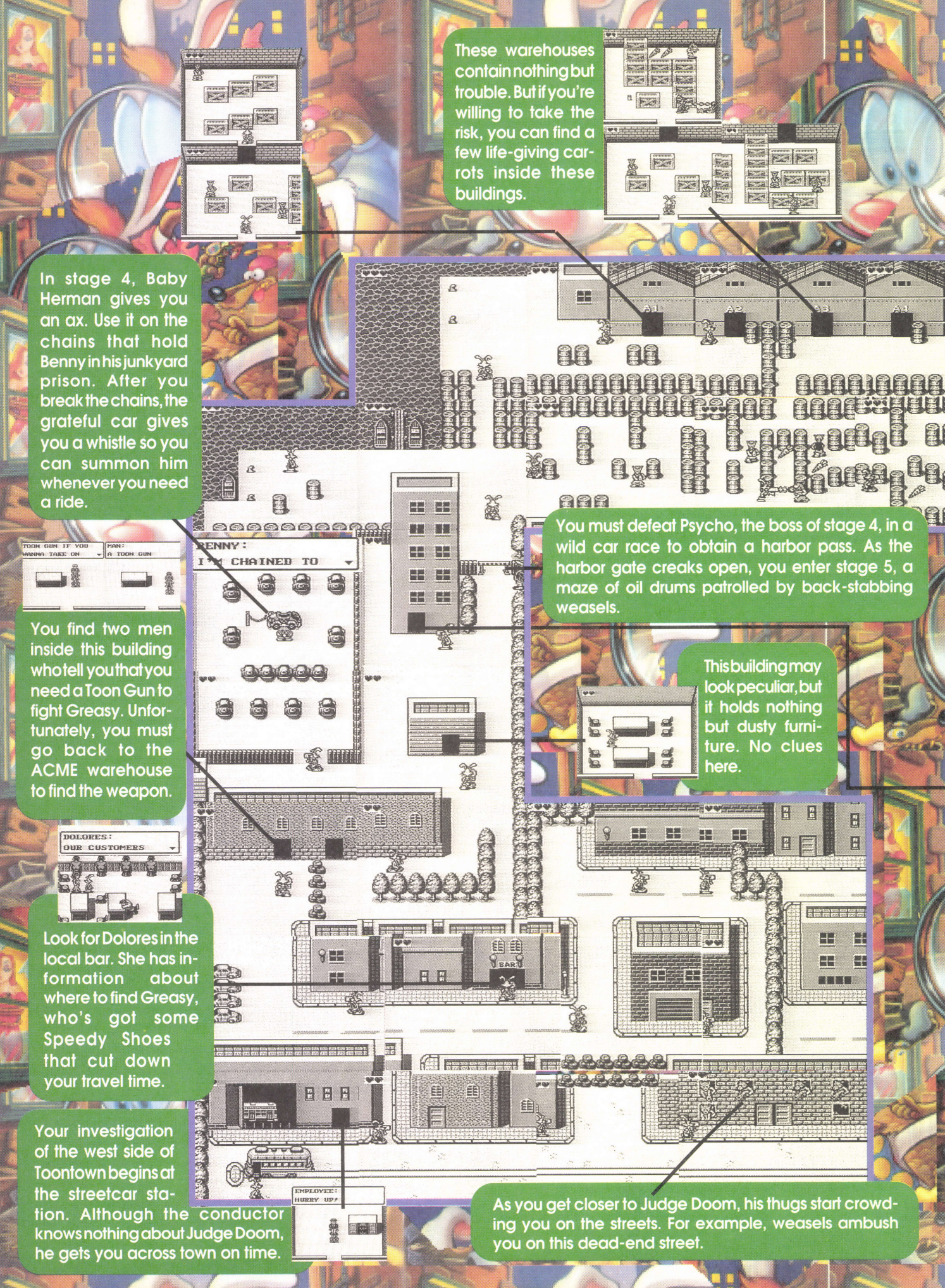
Occasionally, enemies spring out of trash cans and toss grenades at you. Your Toon Gun, however, helps hammer these guys back under their lids.



As Jessica Rabbit bumps and grinds across the stage, some weasels suddenly grab her and disappear. From here, you go to the second stage to hunt for your beautiful wife

Eddie Valiant gives you a street-car ticket in stage 3. Hop on the crosstown train and begin your investigation on the west side.

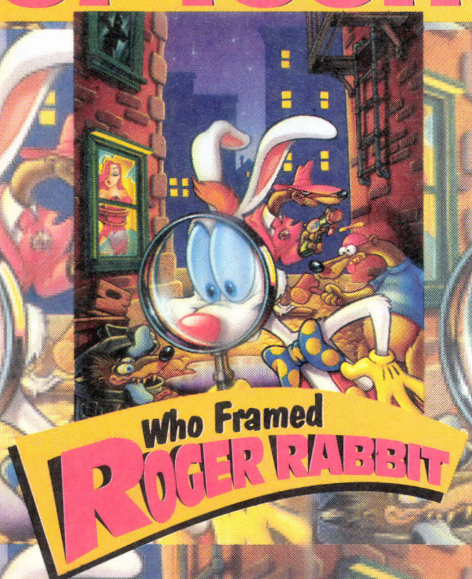
These sneaky weasels pop out from beneath manhole covers and shoot bullets that pack quite a wallop. Try to avoid these encounters whenever possible.


These warehouses contain nothing but trouble. But if you're willing to take the risk, you can find a few life-giving carrots inside these buildings.
In stage 4, Baby Herman gives you an ax. Use it on the chains that hold Benny in his junkyard prison. After you break the chains, the grateful car gives you a whistle so you can summon him whenever you need a ride.
You must defeat Psycho, the boss of stage 4, in a wild car race to obtain a harbor pass. As the harbor gate creaks open, you enter stage 5, a maze of oil drums patrolled by back-stabbing weasels.
This building may look peculiar, but it holds nothing but dusty furniture. No clues here.
You find two men inside this building who tell you that you need a Toon Gun to fight Greasy. Unfortunately, you must go back to the ACME warehouse to find the weapon.
Look for Dolores in the local bar. She has information about where to find Greasy, who's got some Speedy Shoes that cut down your travel time.
Your investigation of the west side of Toontown begins at the streetcar station. Although the conductor knows nothing about Judge Doom, he gets you across town on time.
As you get closer to Judge Doom, his thugs start crowding you on the streets. For example, weasels ambush you on this dead-end street.
TOON GUN IF YOU WANNA TAKE ON
MAN:
A TOON GUN
BENNY:
I'M CHAINED TO
DOLORES:
OUR CUSTOMERS
BAR
EMPLOYEE:
HURRY UP!

When you're deep in the forests of Toontown, you must get past a huge ape who tosses oil drums at you. Use your speed to run past him — save all your firepower for Judge Doom.

Your beloved Jessica *and* Judge Doom await beyond the thick, oak doors of his forest mansion. You've come a long way, but you trip is in vain if you lose here.

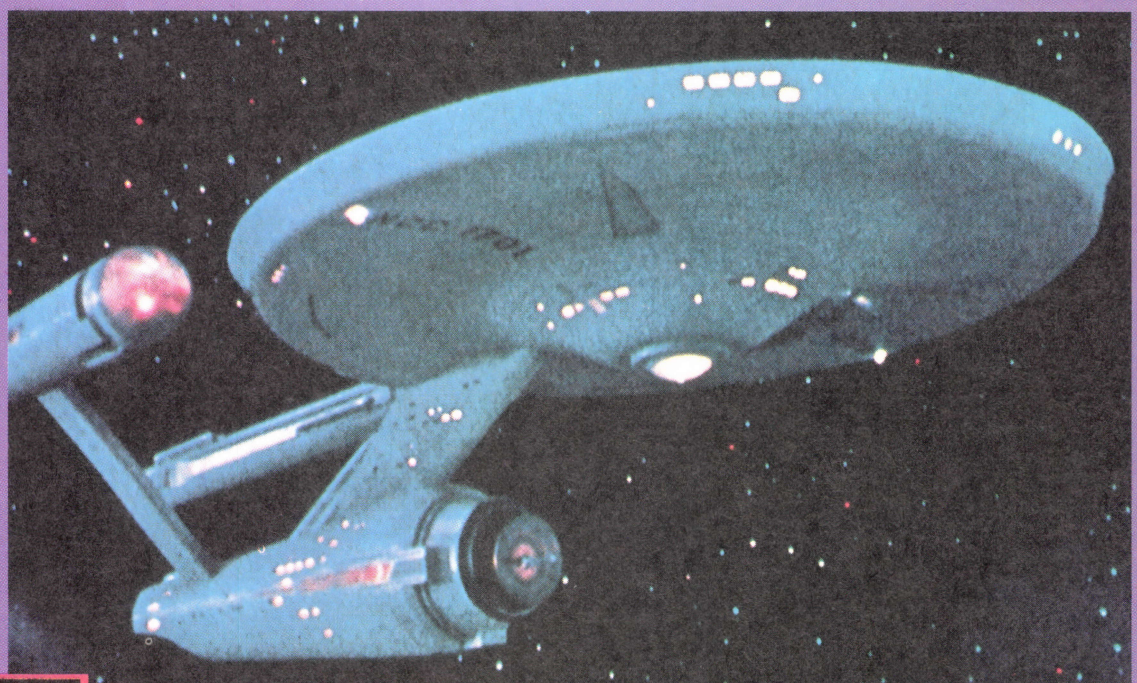
The West Side of Toontown



Greasy, the boss of stage 3, floats casually over his sky-scraper hideout. On your way to the roof, look for bullets for your Toon Gun. To defeat Greasy, stand in the middle of the roof, fire a bullet as he drops down, then dodge his flowerpot bombs.

GP

STAR TREK®



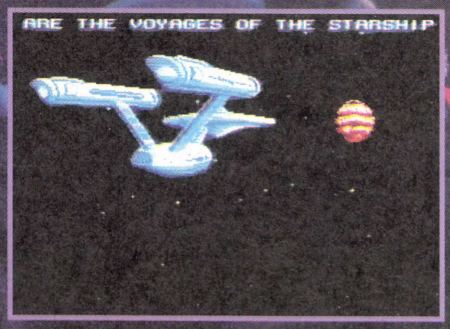
Ultra, 900 Deerfield Parkway, Buffalo Grove, IL 60089.

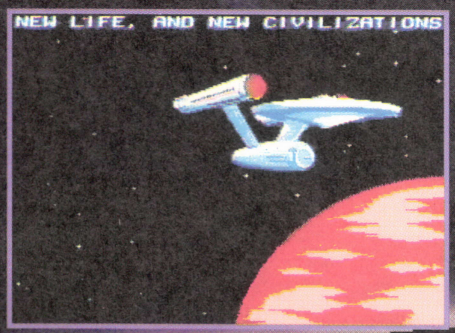
Tom R. Halfhill
Chris Slate

Twenty-five years ago this fall, a startling TV series made its debut on NBC. "Star Trek" quickly won a loyal following with its futuristic drama, good writing, eye-popping special effects (by 1966 standards), and unusual characters. By merging the action of 1950s sci-fi movies with 1960s social commentary, "Star Trek" boldly went where no TV show had gone before.

Unfortunately, "Star Trek" didn't attract a large national audience, and it was also the most expensive TV series ever produced up to that time. A letter-writing campaign by fans managed to keep it on the air for three years, but the show was canceled after the 1968-69 season.

Unlike other canceled shows, though, "Star Trek" didn't fade away. It proved extremely popular in reruns, gathering even more fans.





"Space: the final frontier...." *Star Trek: The 25th Anniversary* begins just like the 1960s TV show, with intro music and views of the starship U.S.S. *Enterprise*.

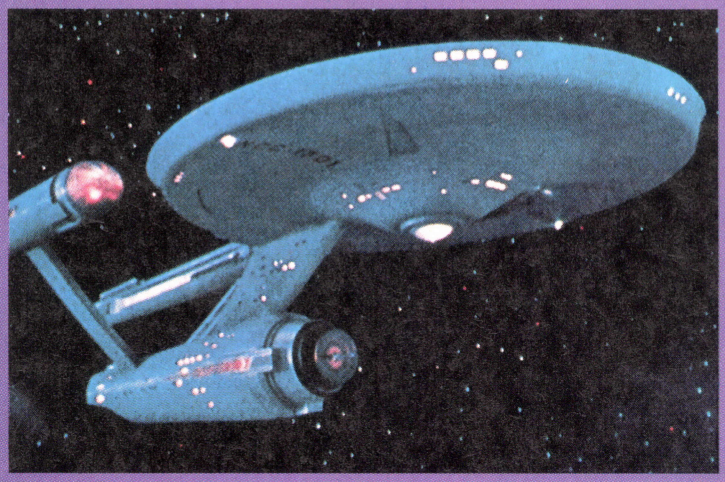
Captain Kirk's log introduces the story and sets the scene for the action to come. Periodic updates keep you abreast of what's happening.

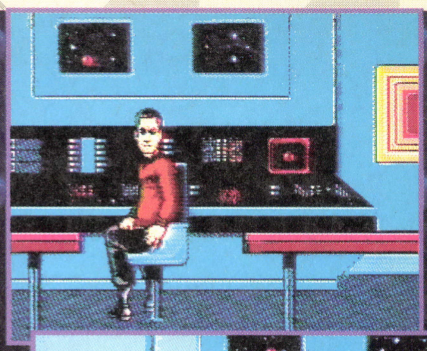
Star Trek clubs were formed, and conventions were soon being held all over the country. Star Trek books, comics, and other merchandise multiplied. A Saturday-morning cartoon show based on "Star Trek" appeared.

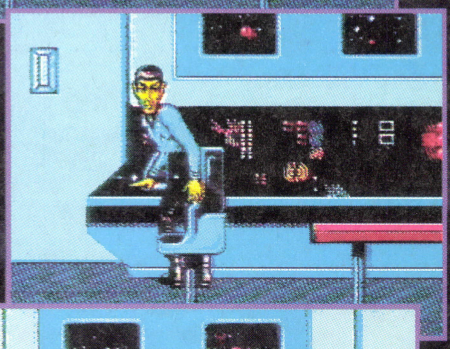
But the Star Trek revival really went into warp drive in 1979, when the original cast was reassembled for *Star Trek: The Motion Picture*. More movies followed (*Star Trek VI: The Undiscovered Country*™ is coming to theaters this Christmas). Finally, in 1987, the show was updated and brought back to TV as *Star Trek: The Next Generation*™.

Although there have been many Star Trek computer games over the years, the first Nintendo version is coming out this fall. Ultra's *Star Trek: The 25th Anniversary* is based on the original TV series and features such familiar characters as Captain Kirk, First Officer Spock, Chief Engineer Scott, Doctor McCoy, Lieutenants Uhura and Sulu, and Ensign Chekov. It's basically a role-playing game, and the adventures are similar to stories from the old TV series.

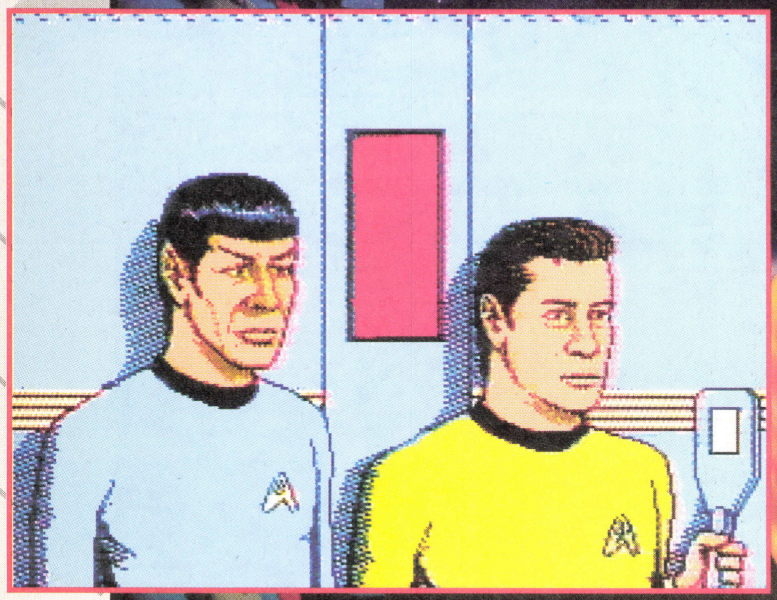
STAR TREK®



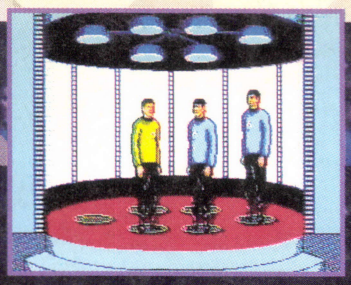


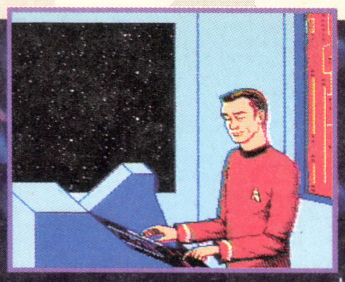


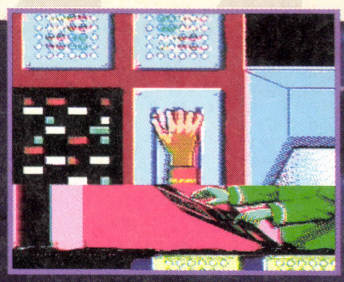
All of the major characters from the original TV show are in the game, including Scotty, Mr. Spock, and Lieutenant Uhura, seen here at their stations on the ship's bridge.

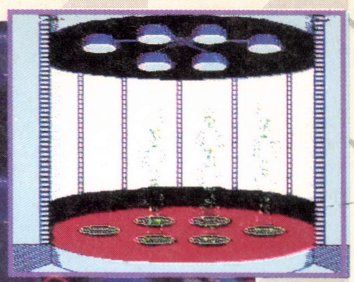


Captain Kirk and Mr. Spock ride a turbolift to the transporter room.

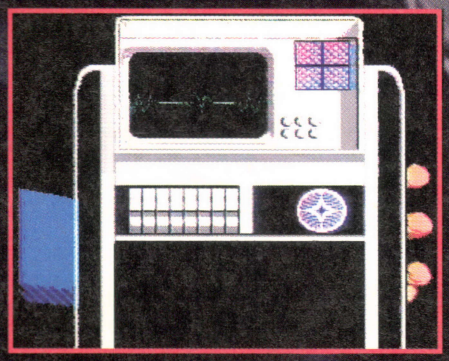




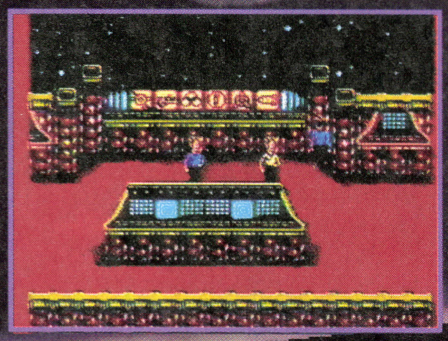




The transporter sequence is straight from the TV show. After Kirk, Spock, and Dr. McCoy take their places on the pads, the transporter chief enters the proper coordinates and works the three slide controls. The landing party is beamed down directly to a planet's surface.



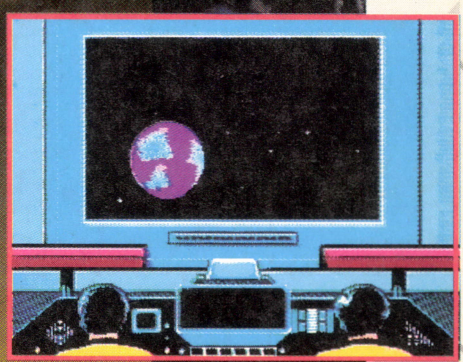
After arriving on the planet, Spock uses the tricorder to collect and analyze information.



The landing party discovers an alien computer complex. Evidently these aliens were fans of heavy-metal music from 20th-century Earth, because some of those symbols on the wall were copied from Led Zeppelin albums.

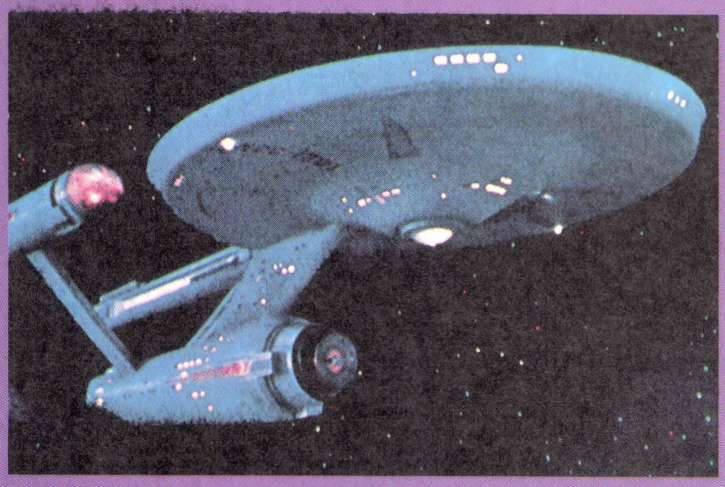
Back aboard the *Enterprise*, this menu screen lets you speak to other crew members, declare red alerts, communicate via subspace radio, and save your game.

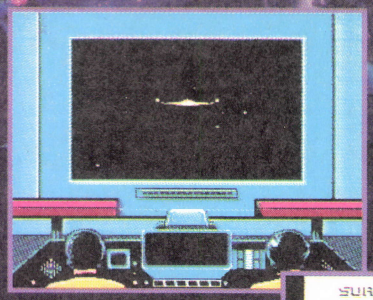
This star map shows the location of the planet Lekythos, an important destination on your mission. The vertical dotted line at right marks the boundary of the Neutral Zone between Federation and Romulan space.

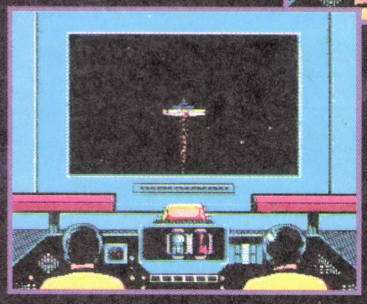


Chekov and Sulu, at their navigation stations on the bridge, lay in a course to Lekythos. The viewscreen shows when the *Enterprise* is approaching the planet.

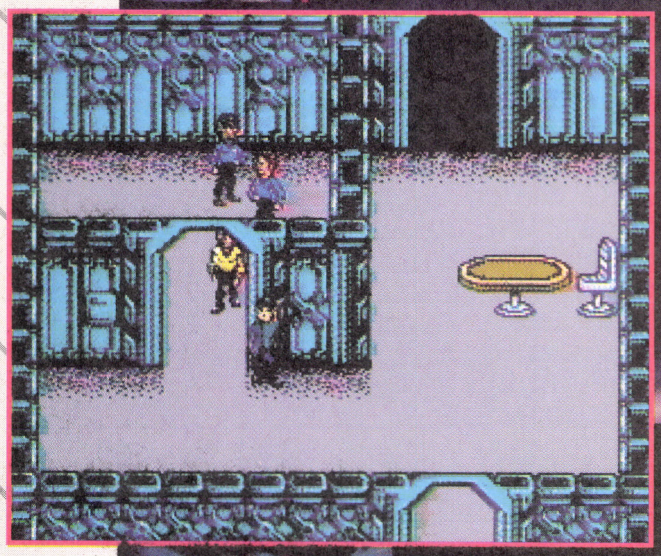
STAR TREK®



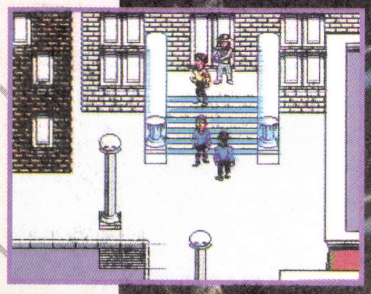




Trouble ahead! The viewscreen reveals a Romulan warship, then switches to a threatening message from the Romulan captain. Kirk refuses the Romulan's demand to surrender and responds by firing phasers and photon torpedoes.



Later, down on the planet, Kirk, Spock, and McCoy are captured by the Romulans and held in this room. But there's a way out, if Spock will use his head.



If you're a fan of the original TV series, you might remember an episode entitled "A Piece of the Action." On the planet Iotia, the *Enterprise* crew discovers a civilization based on Chicago gangsters of the 1920s.

At the end of their adventure, Kirk, Spock, and McCoy enjoy a moment on the bridge.

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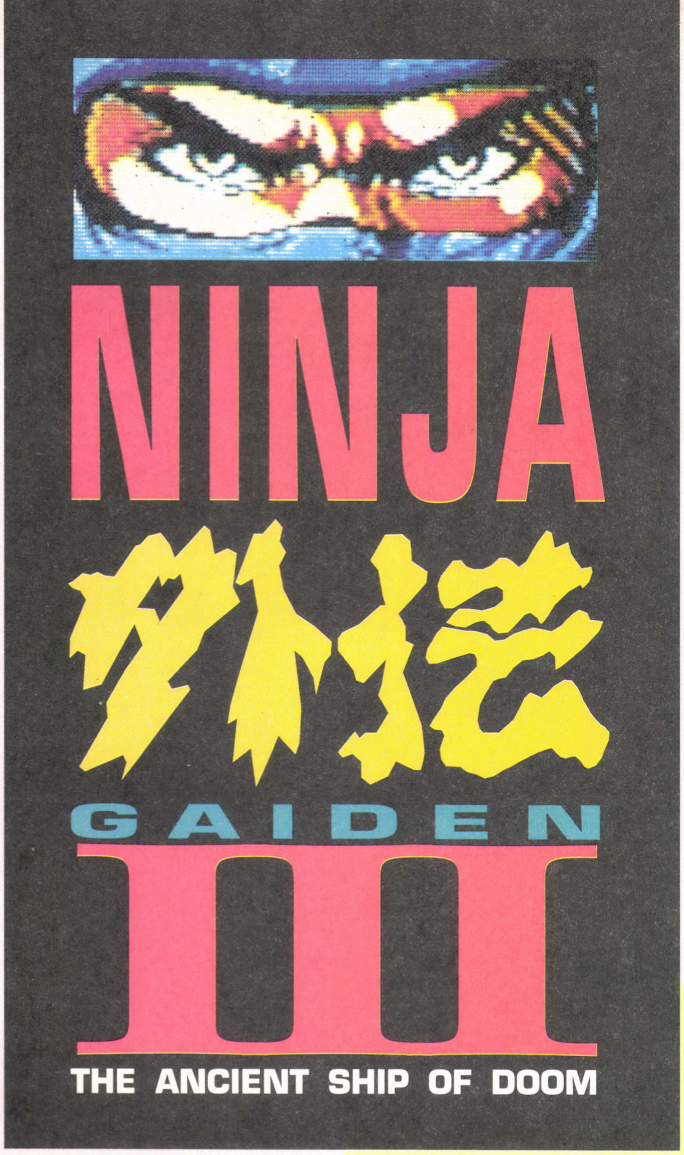
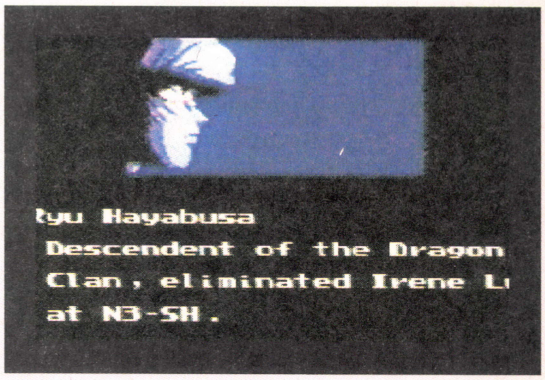




You know something strange is going on when you read that you've been framed for Irene's death. In time the truth will be revealed, but only after you've completed several levels.

Stephen Poole

After everything he's been through, Ryu Hayabusa must get the feeling that he just naturally attracts trouble. In *Ninja Gaiden*, his father was killed in the U.S., and young Ryu journeyed there with the sacred Dragon Sword to avenge his father's death.

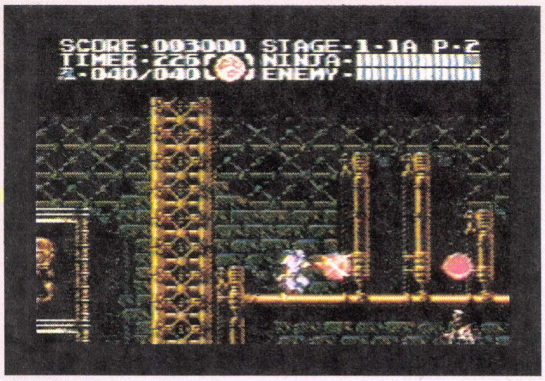
Once in the U.S., Ryu met Irene Lew, a CIA agent who befriended him and aided in his search for his father's killers. But Irene was taken prisoner by the Demon Clan — the very people for whom they searched. Ryu was finally able to free Irene, but only by finding and defeating the sinister Jaquio, head of the clan.

But before Ryu and Irene could catch their breath, Irene was kidnapped again. In *Ninja Gaiden II: Dark Sword of Chaos*, she was abducted by Ashtar, possessor of the mystic Sword of Chaos, which embodied evil qualities in the same way that Ryu's Dragon Sword symbolized good. Unless someone destroyed Ashtar in time, the Sword of Chaos could unleash evil over the entire world. With his incredible ninjitsu skills and armed with the powerful Dragon Sword, Ryu was able to vanquish Ashtar and save Irene once again.

Now comes *Ninja Gaiden III : The Ancient Ship of Doom*, the final game in the trilogy. This time Ryu is faced with the most serious web of intrigue, deception, and double-dealing he's ever encountered. The game begins with a series of cinematic scenes (a technique used in the first two games as well) that show Irene being murdered by someone who looks exactly like Ryu — who is officially blamed for her death. It's up to you to find out who really killed Irene and framed Ryu. Of course, you soon find out that there's more at stake here than clearing Ryu's name.

Fans of the series will be excited to learn that *Ninja Gaiden III* differs from the first two games in several ways, with new moves and special ninja arts for Ryu to use against his enemies. But most of the basics, including ways to acquire ninja power and increase its overall limits, remain the same.

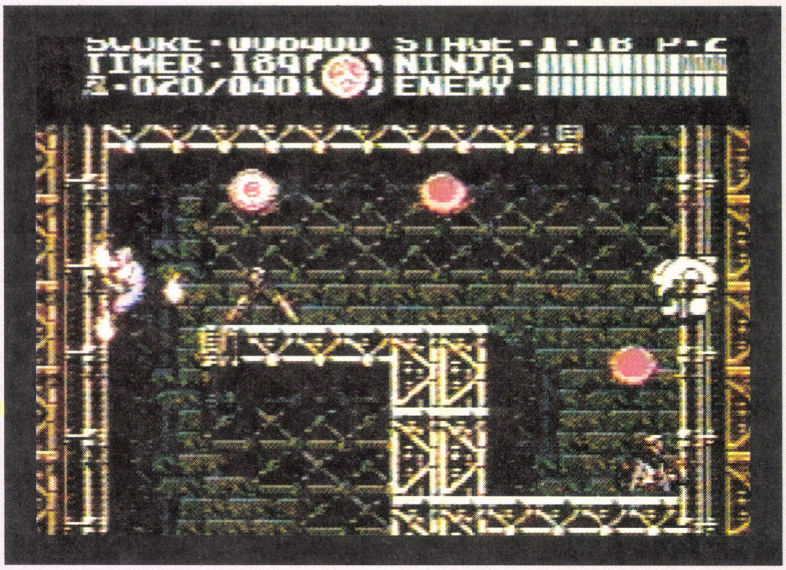
In addition to his leaping and climbing abilities, Ryu must now hang from vines, pipes, and platforms. As in the earlier games, you can pick up special ninja arts by slashing spirit crystals found throughout the game, but in this game you can tell what the contents of the crystals are *before* you strike them with your sword. This keeps you from wasting time trying to acquire a power you already have, and it also



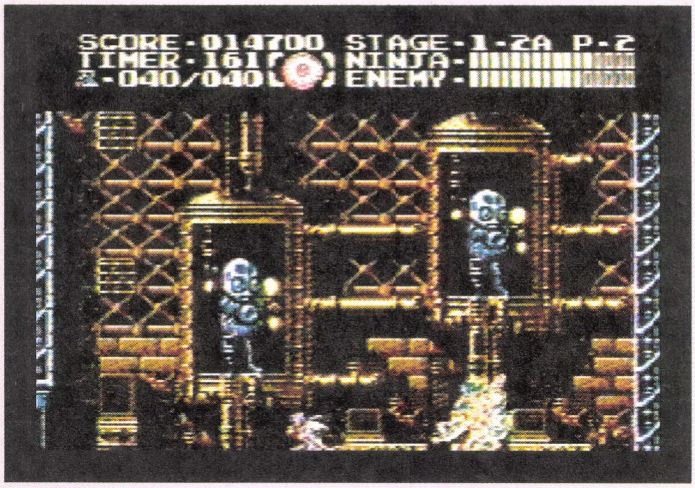
Grab this icon to change Ryu's sword into the Dragon God Sword, which has a much longer range and allows you to kill hard-to-reach enemies.

helps you avoid replacing one art with a less-powerful one.

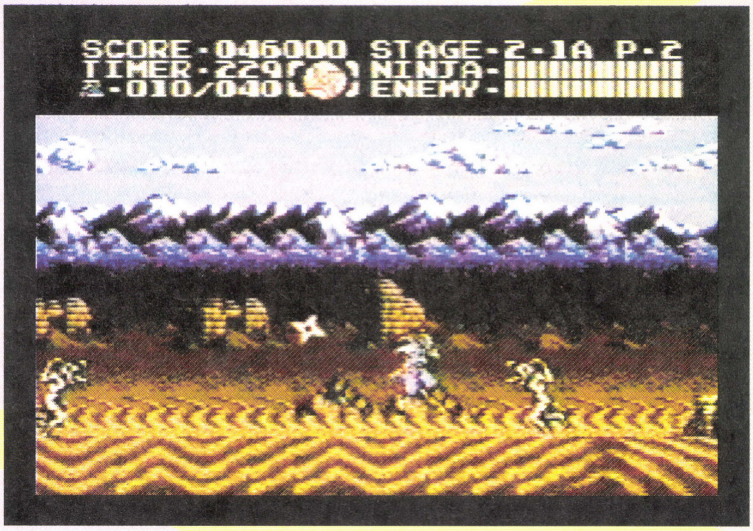
There are two new ninja arts available to Ryu: Fire Dragon Balls, which transform the power of the Dragon Sword into fireballs you can throw downward at an angle, and the Vacuum Wave, which sends blades shooting directly above and below you. These new methods of attack are invaluable against several enemies in the game.



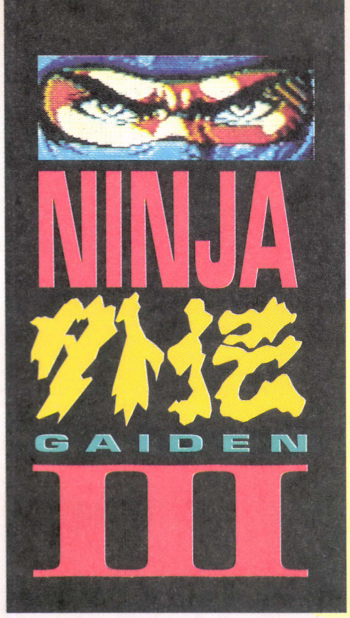
One of the ninja arts available to Ryu is the Invincible Fire Wheel — and this is a good spot to use it. When you leap to the right, make sure you don't accidentally pick up the less-useful Fire Dragon Balls.

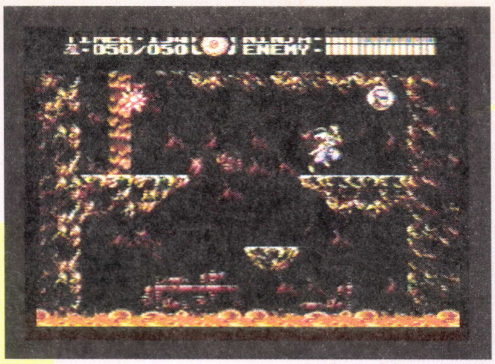


You shouldn't have too much trouble with the boss of level 1. Strike him until he begins releasing walls of flame, then run to one side and climb to safety. After he's launched three flames, jump down and renew your attack.

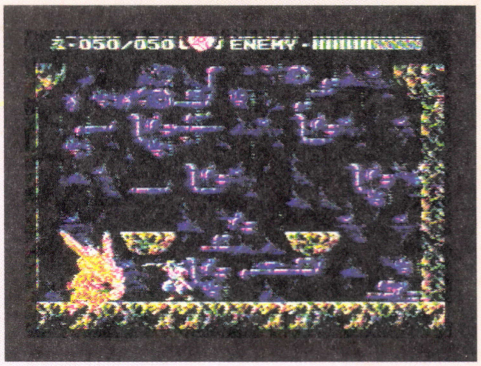


The Windmill Throwing Stars are your best weapon for the beginning of level 2. You must jump to stay out of the quicksand, and the throwing stars continually protect you by traveling back and forth as you leap.

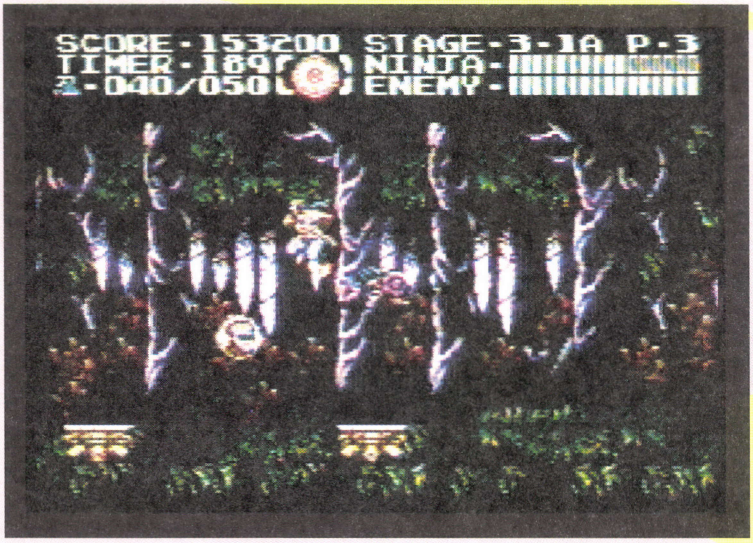




Stay near the top of the screen to avoid the rising lava in 2-2, but don't be in such a hurry that you overlook the one-up icon to the right.



When the boss of level 2 appears, head for the opposite side of the screen. Avoid his attack, then rush in and use your sword — there's no need for special weapons against this fellow.

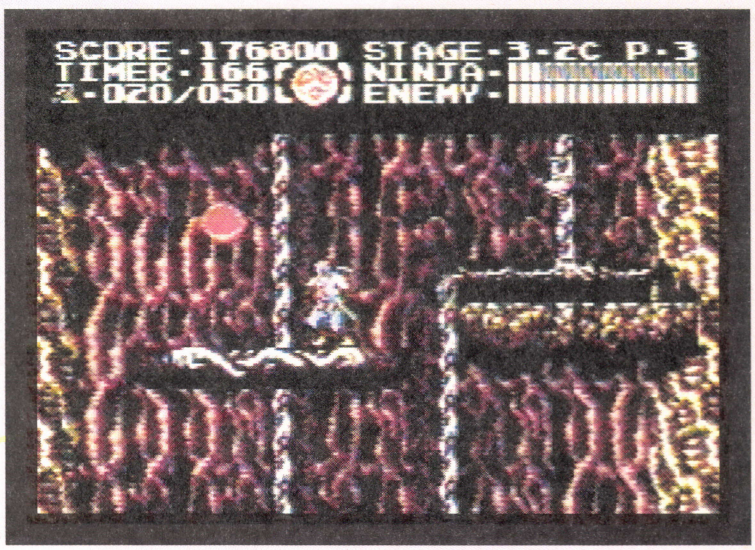


Here's another one-up, but reaching it can be tricky. An ornery fish tries to knock you into the water, so concentrate on dodging the fish before jumping to the platform where you can reach the bonus icon.

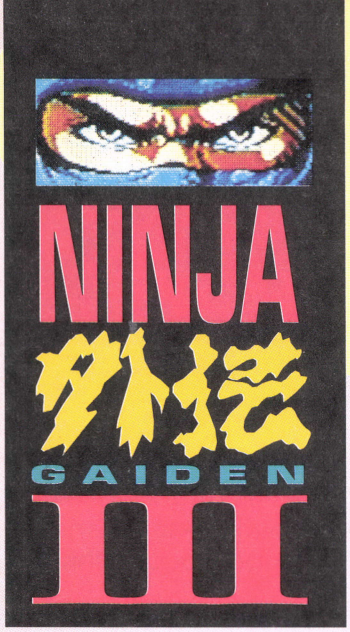
But it's Ryu's trusty Dragon Sword you use the most, and now there's a spirit crystal you can use to transform the already deadly weapon into the Dragon God Sword. The increased range of the Dragon God Sword lets you maintain a safe distance as you attack enemies, and it also helps you swat spirit crystals floating in some hard-to-reach places.

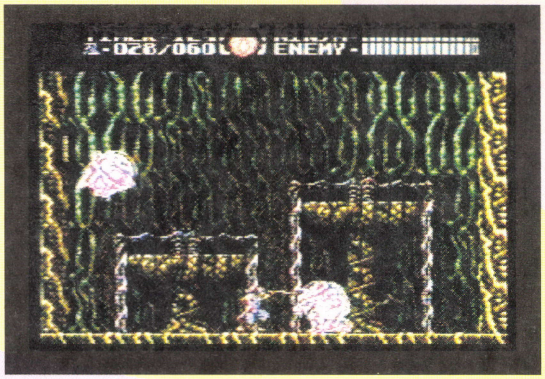
It's a good thing these new weapons have been added to *Ninja Gaiden III*. Unlike its predecessors, this game doesn't have unlimited continues. If you reach a difficult spot — and there are plenty, especially in the upper levels — and run out of continues, you must start at the very beginning of the *game*, not the beginning of the level.

There are lots of new elements in *Ninja Gaiden III: The Ancient Ship of Doom*. It may take a while to get used to the changes, but the adventures facing Ryu in *Ninja Gaiden III* are just as challenging and exciting as any you've seen so far.

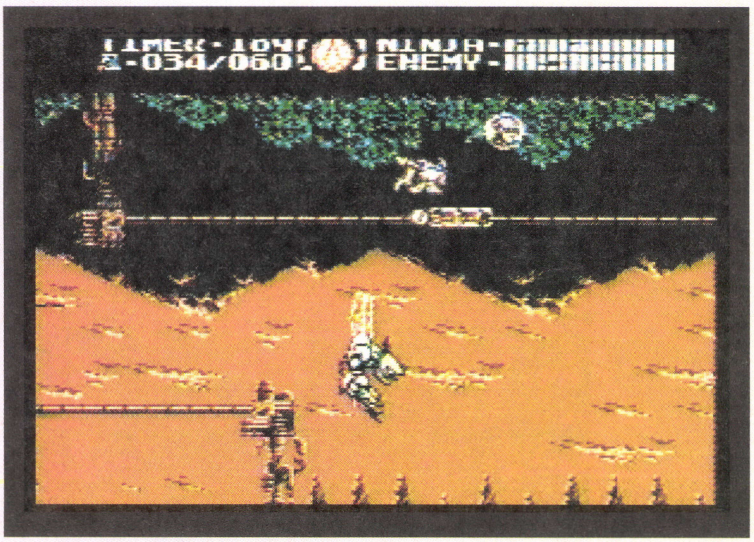


Sometimes it's difficult to see the contents of a crystal. Be on the lookout for these bottles of medicine, which increase your strength meter by six units.

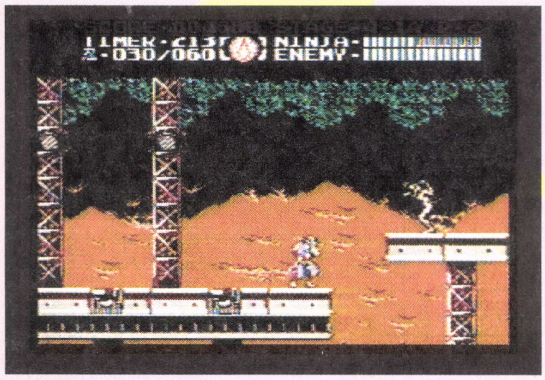




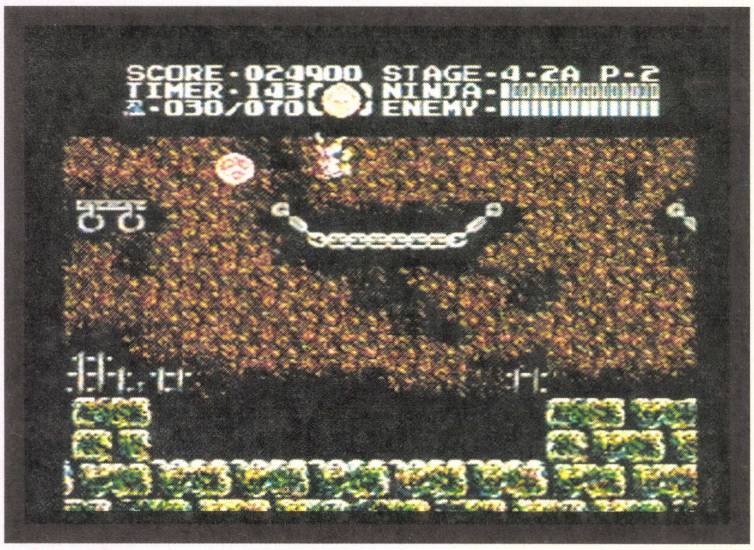
The Great Koganei, boss of level 3, can split his body in two. As he divides, attack the figure on the right. One of the forms is invincible, but both bodies flash if you strike the one that can be wounded.



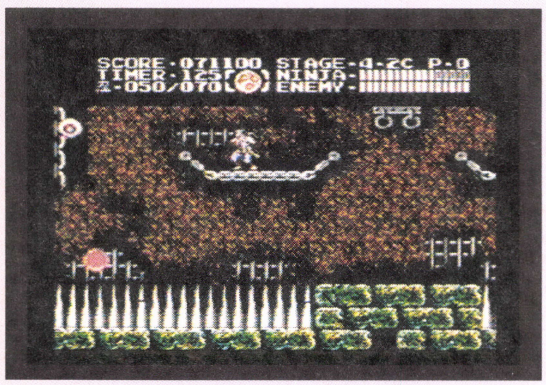
Reaching this one-up may look easy, but a nasty flying critter arrives just as you're about to climb atop the moving platform.



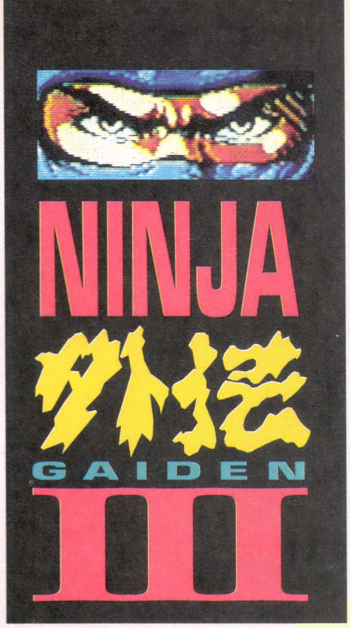
Enemies often appear without warning. Wait for this baddie to show up, then destroy him before jumping to the platform. Otherwise, you're knocked to your doom in midleap.

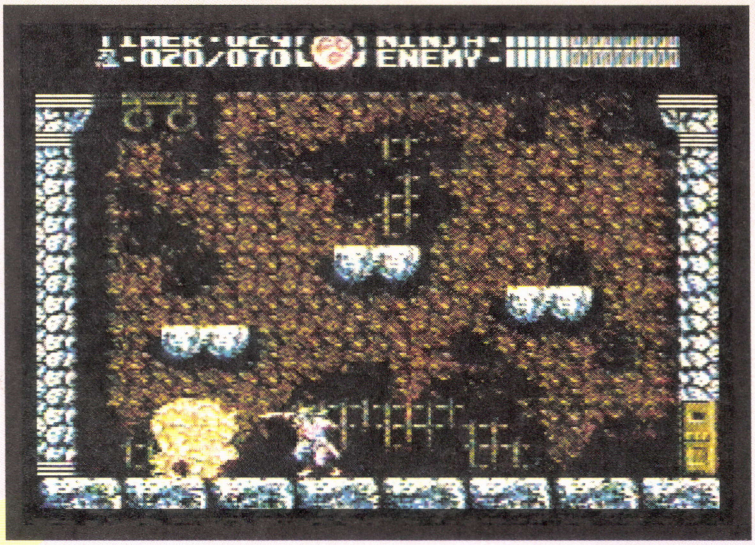


Of course, there are times when you shouldn't use the Invincible Fire Wheel. If you use it here, for example, you inadvertently pick up the less-effective Fire Wheel. Wait until the stakes have retracted, then drop from the chain and dash across the pit.

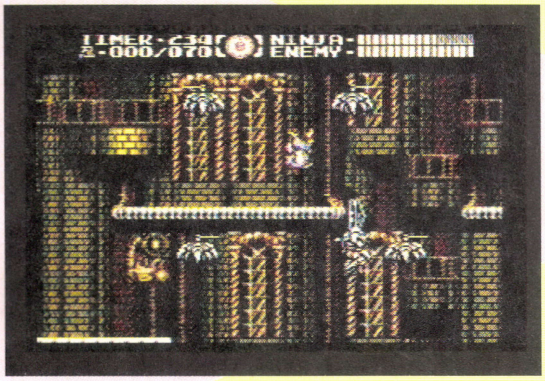


This is a perfect area in which to use the Invincible Fire Wheel. The stakes really drain your strength meter, but the weapon protects you from harm.

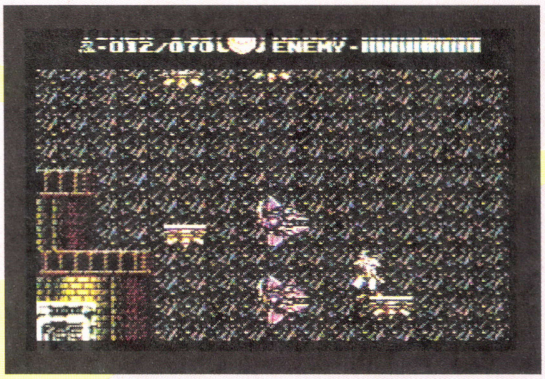




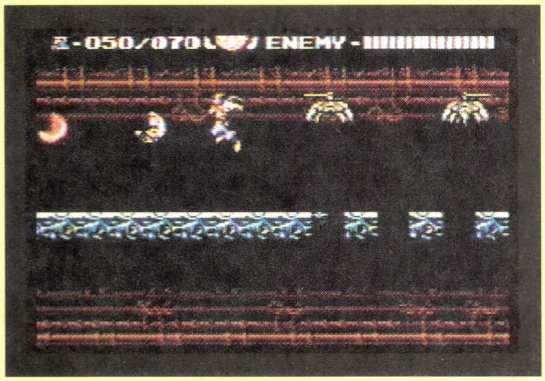
The boss of level 4 is the Sandeater. Attack him immediately, then run to the left side of the screen. After he's launched five Fire Wheels, hurry back to the right and continue your assault.



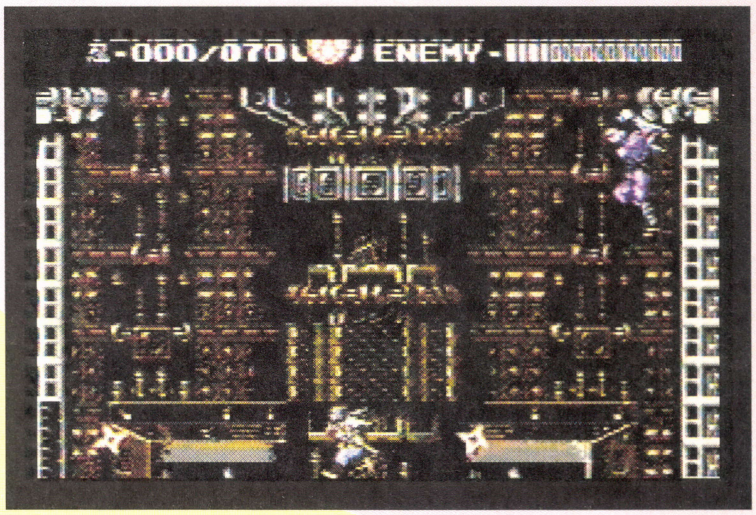
In level 5, several enemies materialize simultaneously. It's best to advance slowly, keeping the number of enemies on-screen to a minimum.



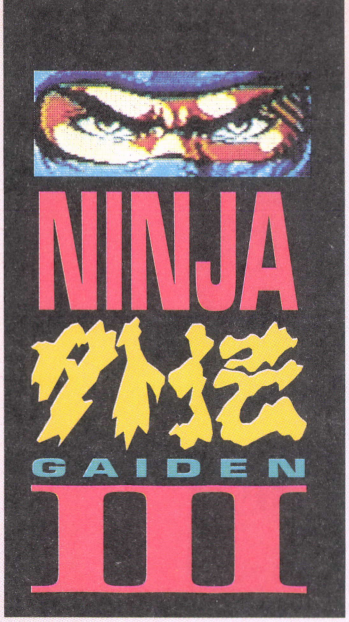
Watch out for the ships that cross your path as you ride these platforms. They speed up when they're level with you, so be ready to launch a quick attack.

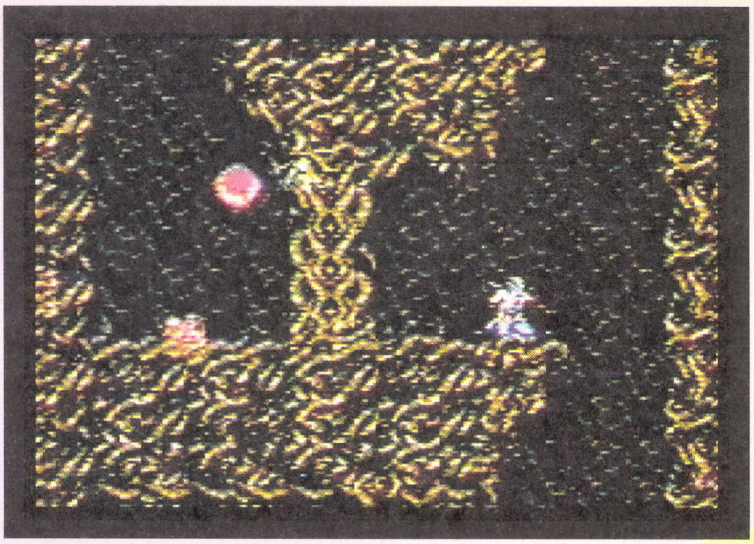


Although the floor is collapsing underneath you, don't panic and forget to grab the one-up located near the start of this stage.

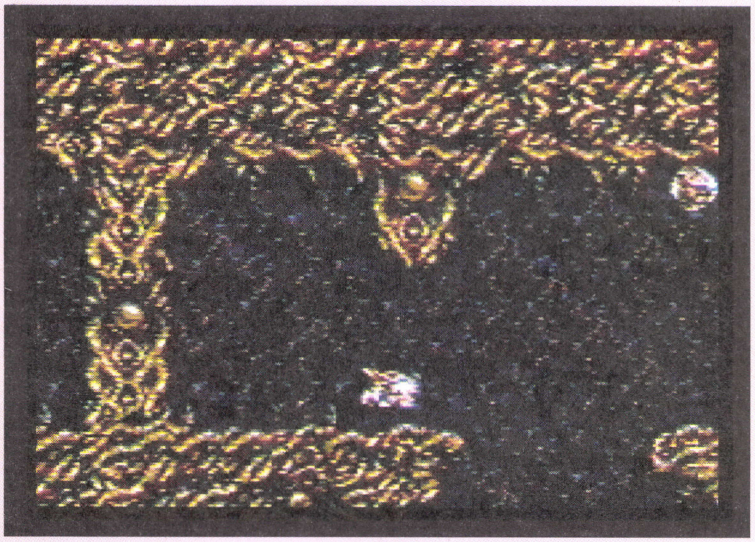


The key to defeating the boss of level 5 is to find an opening by studying the pattern of his attack. The best special weapons to use here are the Vacuum Wave or regular Fire Wheel — especially when the boss is in midair.

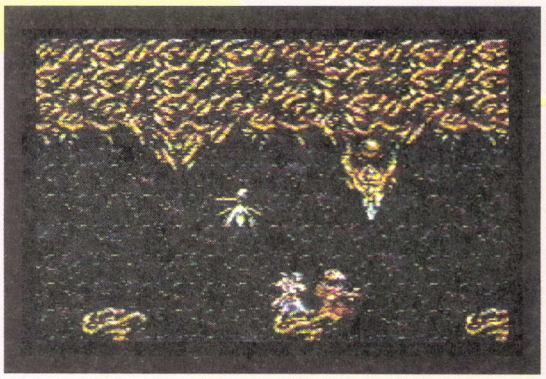




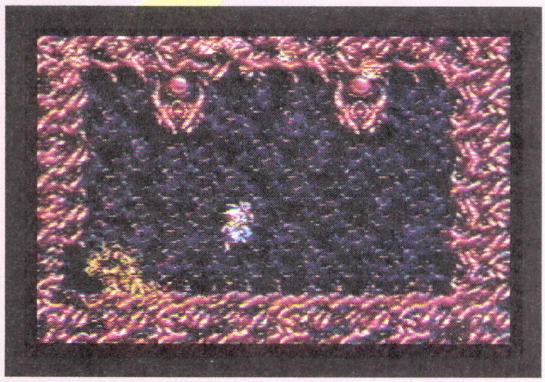
Hidden enemies can drain your life meter as you struggle to stay on top of the gooey floor in this stage. When you pass behind these pillars, the Vacuum Wave destroys any unseen foes.



There's a one-up spirit crystal hidden in the muck at the upper right corner. Use the Fire Wheel to knock it loose, then leap to the ledge to grab it.



The only way you can advance without taking hits or losing a life is to jump to the ledge when the guard has moved to the far right. Be ready for more enemies to appear as soon as you dispatch him.



The Fire Dragon Balls are the best ninja art to use against the boss of level 6. Run to one side of the screen, then climb a wall and unleash the missiles. When he runs into the wall, leap down and get in several blows before heading to the other side to repeat the process.

GP

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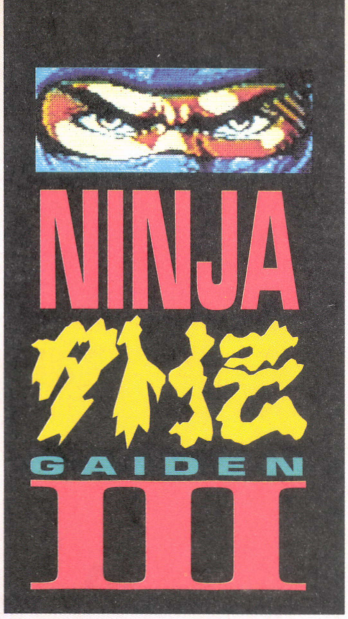
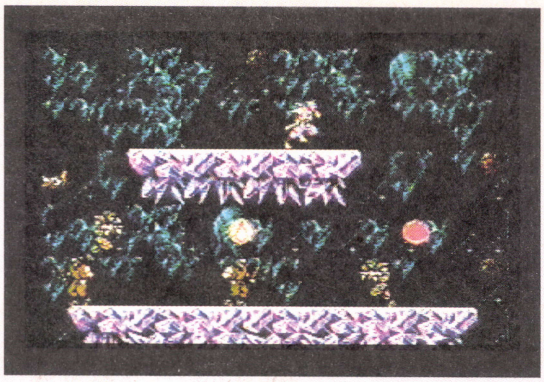
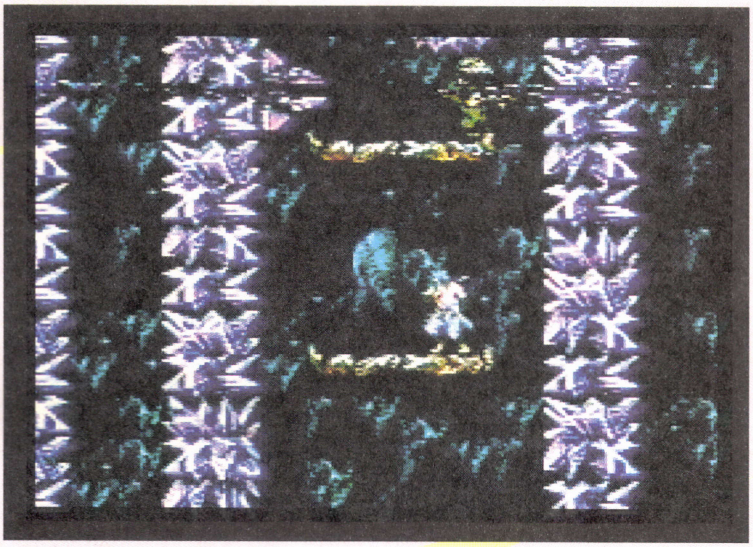




Just as in *Ninja Gaiden II*, you must deal with slick, icy surfaces, where it's difficult to get your footing. To avoid sliding when you jump from ledge to ledge, release the directional pad of your controller as soon as you leap.

Here's a great spot to use the Fire Dragon Balls. They can take out the soldier perched on the ledge onto which you're about to jump, as well as destroy the pod to the right that's firing shots at you.



The ships you ran into on level 5 are back — and they're even more troublesome, thanks to the treacherous footing. As you climb from ledge to ledge, the Vacuum Wave is great for taking care of the ships and clearing the way of unknown dangers.

How valuable is the Dragon God Sword? With Ryu's regular sword, you'd have to jump to the ledge to reach the guard — and risk being knocked to your doom. The Dragon God Sword's long range means you can clear out a landing spot before you make the jump.

ACTRAISER

Jeff Lundrigan

A very well-made game, *Actraiser*, like *Populous*, puts you in the divine seat of power and gives you the chance to act as a god. Your land is filled with demons, making life very hard for the people who live there. It's up to you to destroy these infernal pests and make the land safe for the forces of good.

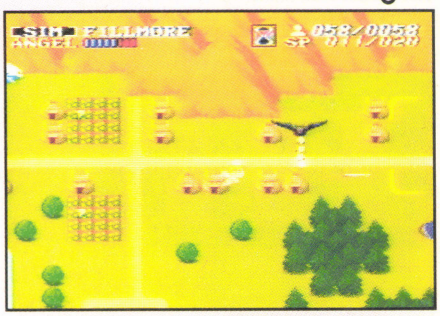
The game alternates between action and simulation. The action modes are side-scrolling arcade sequences, during which you actually fight the monsters hand to hand. The beauty of these sections is that, since you're immortal, the game doesn't end if you lose all your "lives." The only consequence is that you have to go back to the beginning of the stage.

While the action mode is extremely well done, it's the simulation mode that really gives *Actraiser* its charm. Here, you can direct the people of the land, telling them where to build while protecting them from the minor demons that still lurk about.

The people pray to you during these sections, interrupting whatever is going on to get your attention and let you know what kinds of trouble they're in. You must then use your godlike abilities and respond with timely miracles. Listening to the people is very important — your relative power during the action sections is closely tied to how well the people of your land are doing.

During the simulation mode, you must protect the people from a few different kinds of monsters, but only the people themselves can eliminate them once and for all. If you direct your people to the monster's lair, they

HINT Earthquakes may seem harsh to a nice god like yourself, but they're useful nonetheless. First, quakes destroy all low-level houses, forcing the construction of new houses that can hold more people. Second, earthquakes can sometimes make strange things happen. For example, if you cause a quake in Kassandra after the pyramid has risen, the people find a yellow heart, increasing the number of lives you can have during the action scenes.

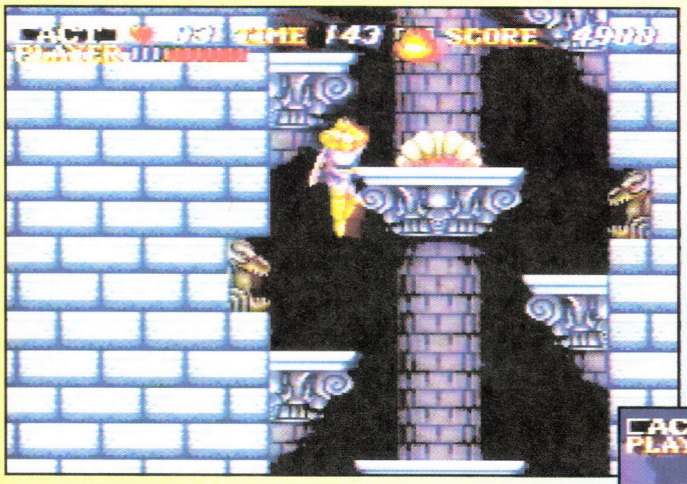


Meanwhile, protect the people from the monsters that still roam your land. Evil bats carry off your people, blue demons destroy their homes, and red devils burn their fields.

Direct the people to the monsters' lairs, and they seal off the critters for good. Now you're free to help your people — and remember the better off the people, the better off the god.

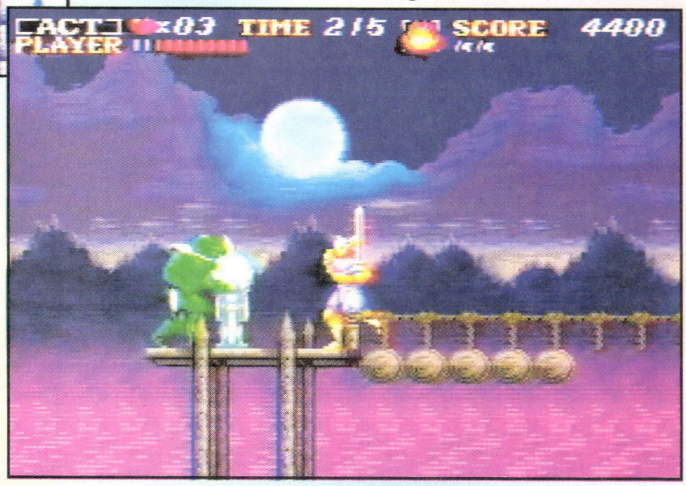
When people talk, gods should listen. Your people know best what their problems are and how to solve them, so be a benevolent deity and grant their requests.

In return for your help and guidance, the people give you offerings. Many of these, such as spells, can be used during the action scenes.



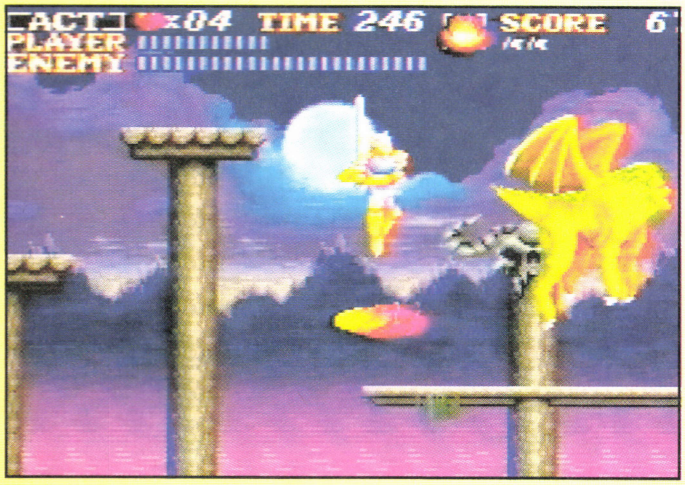
There's usually more than one path through the action scenes, but there is no wrong way. Some paths are easier and some contain more bonus items, but they all lead to the same place.

This bonus sphere in stage 1 of Bloodpool contains a one-up. Grab it before you face the boss, and you've guaranteed that you can try again if you fail this time. Most action scenes contain strategic extra lives.

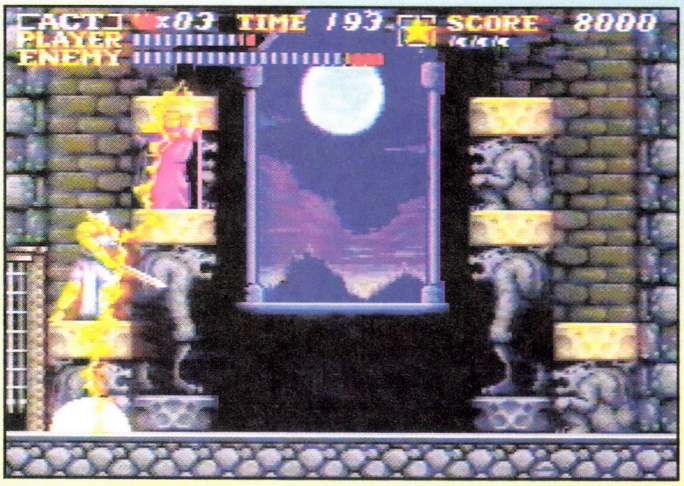


form a sort of magic circle that destroys the creature. Concentrate on getting rid of the lairs as quickly as possible, not only because they pose a threat to the people's health and safety, but also because chasing monsters is time consuming, and you have better things to do.

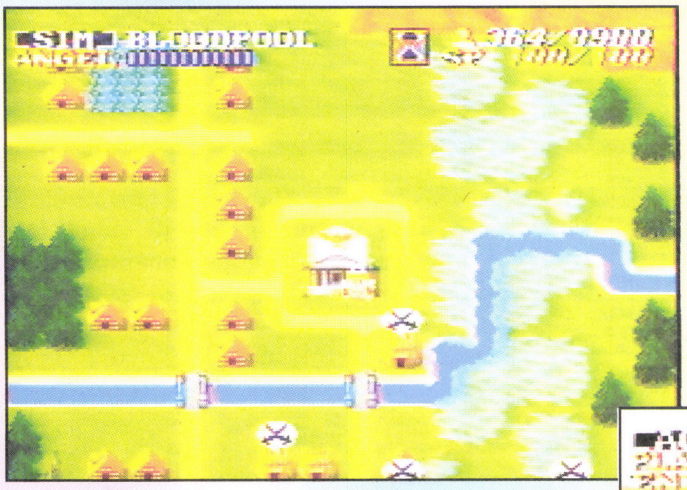
Once the monsters are gone, use lightning to destroy the remaining trees and rocks, sunshine to dry up all the remaining marshes, and so on. Then make sure your people are using every possible square foot of land. Your power level during the action scenes largely depends on your land's total population, so it's best to wait for the population to



To defeat this fire-breathing griffin, stay on the lowest level, jump toward him over his fire, attack, then wait for him to get to the upper platform and leap back.



The Bloodpool wizard teleports in and out. Stay in the center and wait for him, then hop his fireballs and get beneath him to attack.

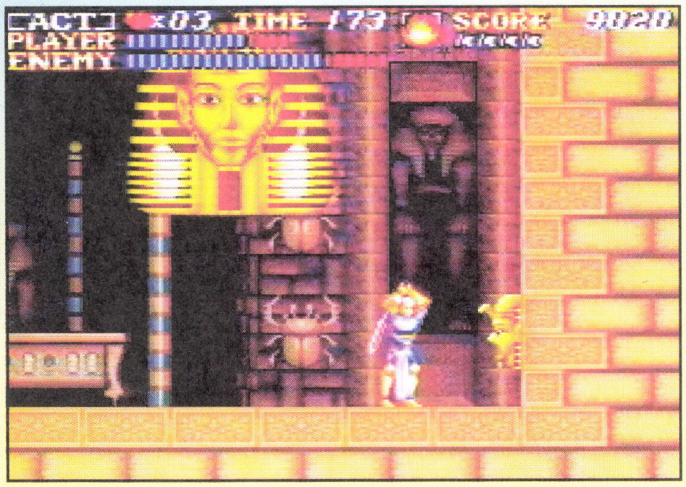


Let's have a war! Having defeated all the demons in Bloodpool, the people find something else to fight about. Since there's nothing you can do about it now, go on to Kassandra and come back later.

You can easily beat Kassandra's giant ant-lion with two yellow star spells. If you don't want to use magic, run uphill and stand between the rocks it spits out, the slide back down to attack.

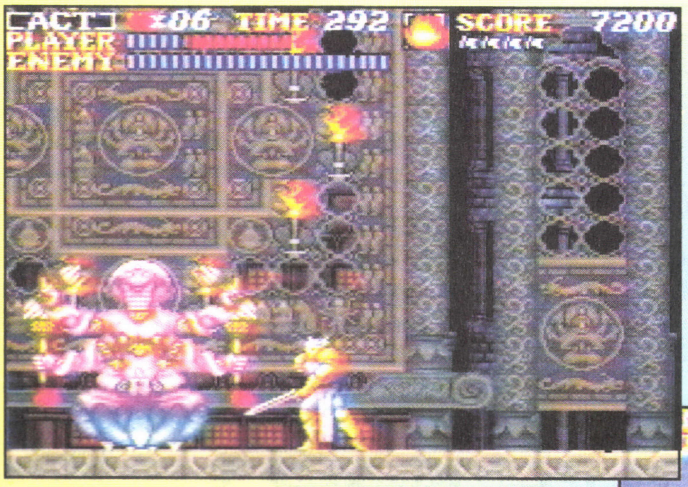
increase before going on to the next land, or even taking on the second action scene for the land you currently rule.

In each of the game's six different lands, the people also have some special problem with which you must deal: For instance, a war may break out, or a plague may strike. Taking care of these problems is simple, though, because the people usually tell you exactly what needs to be done. If some horrible catastrophe strikes and there's no obvious solution, don't worry — especially if



Run under the boss of Kassandra to lure it down, then turn and attack. When it shoots fireballs, turn again and follow them — they become faces that *must* be destroyed.

You can give the people of Marahna room to spread out by causing an earthquake. Return to Marahna later — the people will need your help again.



The boss of Marahna is tough. Stay under her until she tries to drop on you, then move out of the way, turn, and attack. Run away after two or three hits, or she attacks you where you stand.

Aitos is plagued by these awful flying skulls. They are *incredibly* tough to kill, so don't hesitate to use your divine arrows and angel bombs.

you've already beaten the second action sequence in that land. Just move on to the next area, and sooner or later the citizens there give you the means to help the people who are suffering next door.

Actraiser is easily one of best games available for the Super NES. Its soundtrack is great, and it nicely balances action, strategy, and role-playing. In fact, the only real complaint you can have about *Actraiser* is that it doesn't last longer.

The boss of Aitos isn't difficult to defeat if you stand on this platform and don't move — just keep swinging and turn to face the boss as it rotates around you.

These ice blocks in Northwall's stage 1 crumble underneath you, so don't even try to kill the gargoyle. Jump over him—you'll be injured, but you won't land on the spikes.

The first boss of Northwall is easy to beat if you stand in this corner and keep swinging. The boss attacks as it rotates around, but you can inflict more punishment than you take.

But Northwall's *second* boss is a different story. The only good way to deal with this guy is to use blue ball spells. Wait until it swoops down and *almost* hits you, then zap it.

HINT

After you've beaten the game, there's a special mode available that allows you to play through the action sections again *without* having to play the simulation modes. On the title screen, push the directional pad of your controller down one space below "new game," and a previously invisible choice, called "special," appears.

Enix
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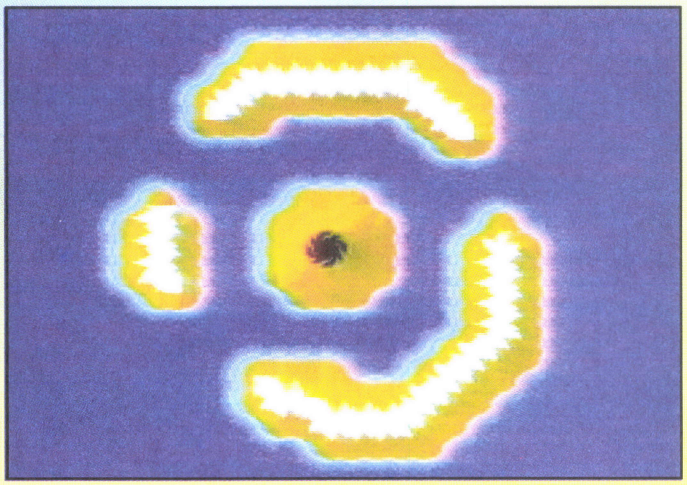
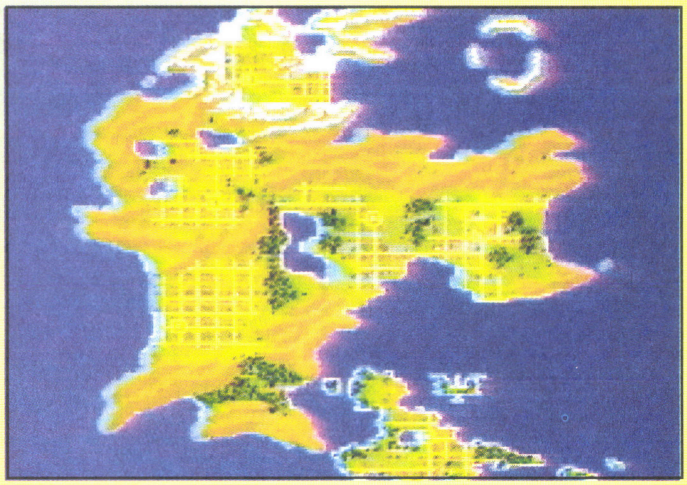


Once you've conquered Northwall, a mysterious volcano rises. The last battle is one of those "fight every boss again" affairs. If you can, save your magic for the final boss.



With the arch-demon defeated, the land is once again safe and happy. You're free to return to the heavens — at least until *Actraiser II*.

DARIUS TWIN

Tom R. Halfhill

What's the best shooter for the Super NES? In the first crop of games, the contenders include Konami's *Gradius III*, Irem's *Super R-Type*, Capcom's *U.N. Squadron*, and Taito's *Darius Twin*.

Known as *Sagaia* on the Sega Genesis, *Darius Twin* is a full-speed-ahead, blast-anything-that-moves space shooter that keeps you on the edge of your seat. It offers everything you expect in a top-notch shooter: good graphics, fast action, scads of enemies, plenty of power-ups, and challenging bosses. The background music isn't bad, either.

As usual, your foes are evil space aliens on a rampage. This time they've taken over the planet Darius and are invading nearby worlds, including Danto, Koloba, Lankus, Padi, Horolain, and more — a dozen planets in all.

To stop them, you must fight your way from planet to planet until you reach the aliens' main stronghold on Darius. However, that doesn't mean you have to fight on all 12 planets. If you use the round-select screen between stages, you can skip some worlds on your way to Darius.

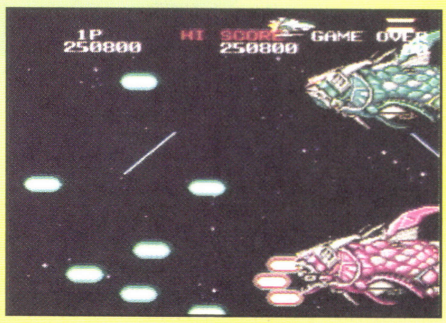
The path you choose also determines which bosses you face. Each planet is guarded by a different boss, and some are tougher than others. If you can't get by a particular boss despite repeated attempts, you may be able to avoid him by taking a different route.

Your vessel for this dangerous mission is the *Silver Hawk*, a space fighter that's at home in the skies and

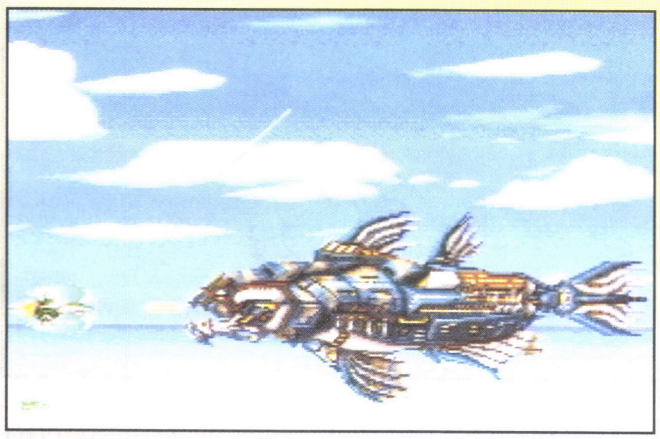
HINT

Super Tip! Here's how to start the game with 50 ships: First, plug in two controllers. On the player option screen, hold down the left and right buttons on controller 2, then press Start and Select at the same time on controller 1. You'll have all the ships you ever need!

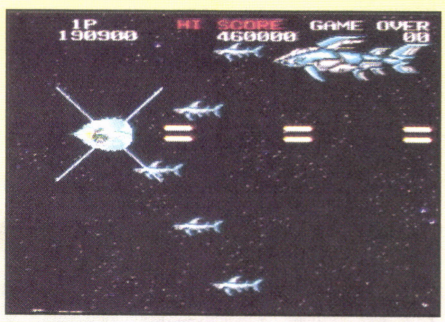
By using the round-select screen, you can choose your path to the alien stronghold on the planet Darius. Sometimes you can avoid certain bosses that are giving you trouble.



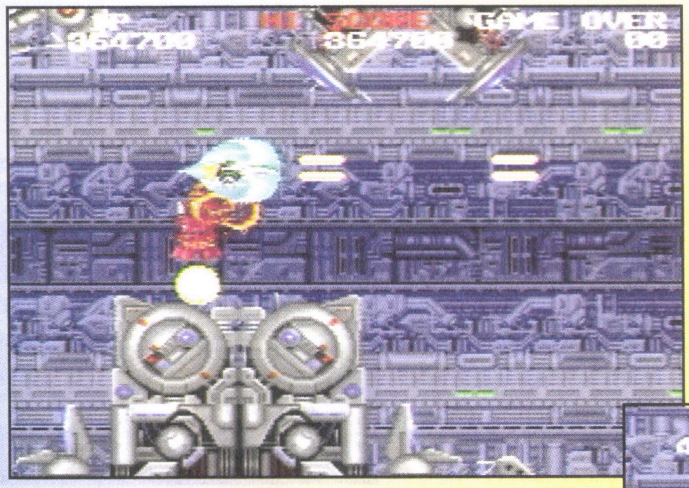
Two bosses guard planet Danto (round B)! But Emperor Fossil and Queen Fossil are easy to defeat if you're patient. Hide from them at the top of the screen and use diagonal shots.



Killer Higia, the first-round boss, is easy to destroy. Stay at the extreme left and keep firing into his mouth. Dodge the brown missiles — they're indestructible.

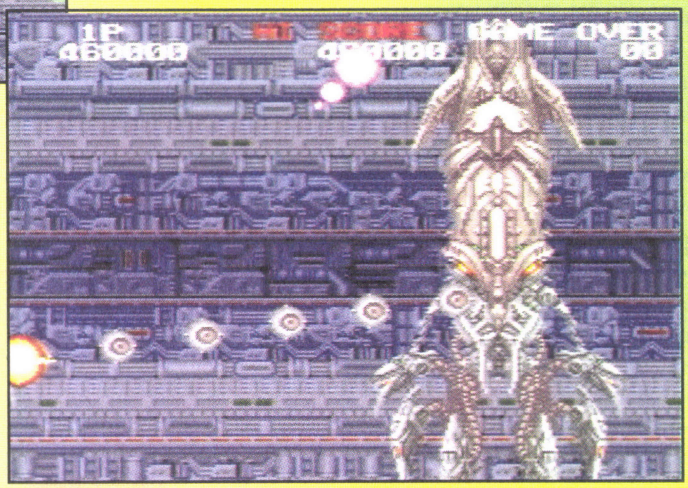


Watch out for this shark on the planet Koloba (round C). It keeps hatching baby sharks until it's destroyed. The best approach is a close-range frontal attack.



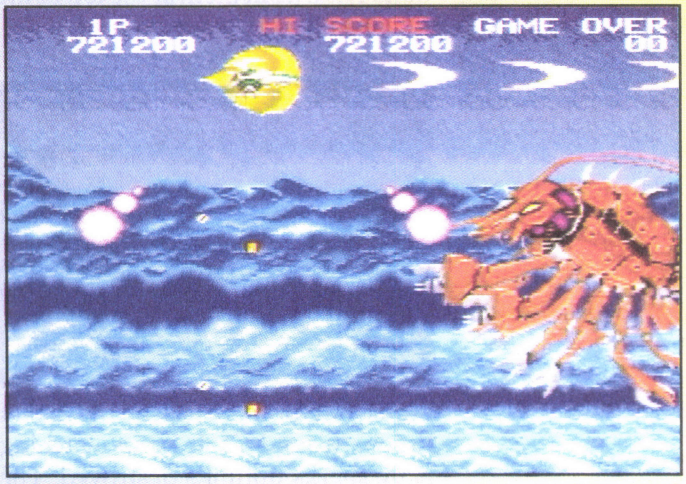
While fighting your way through planet Lankus (round D), keep an eye on the bottom of the screen — large rockets try to catch you by surprise.

The boss of planet Lankus is Demon Sword, a giant squid. If you don't avoid his long-reaching tentacle, you're blown up, like this player. Move near the ceiling, then dive down and blast his lower body.

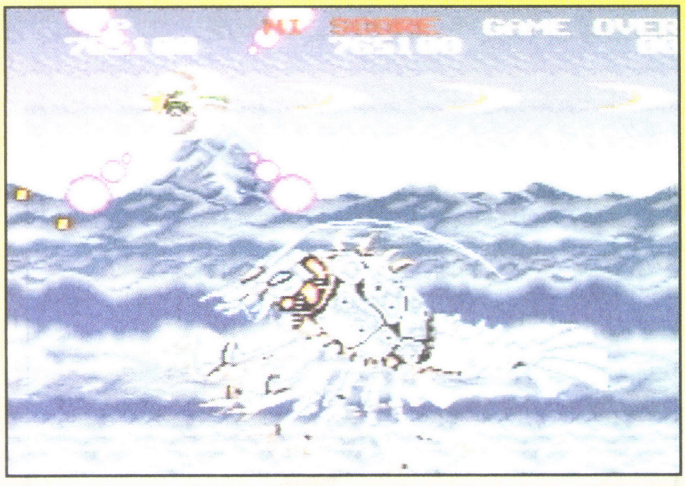


oceans of the embattled worlds. It starts out lightly armed with a simple forward-firing gun and a few bombs. But as you collect power-ups, the main gun packs more punch — and you get four-way diagonal shots, too. If you survive long enough to reach the third or fourth round, the *Silver Hawk* becomes a flying arsenal.

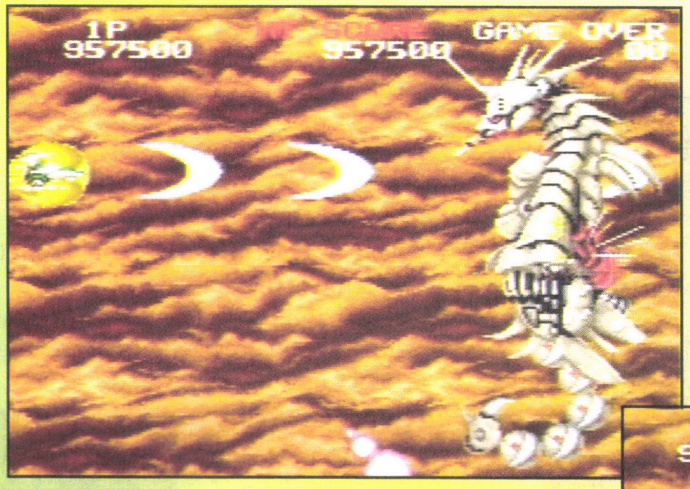
Some power-ups wrap your ship in protective shields. The more of these you collect, the more resistant you become to enemy fire. Gold shields are the best of all. Some



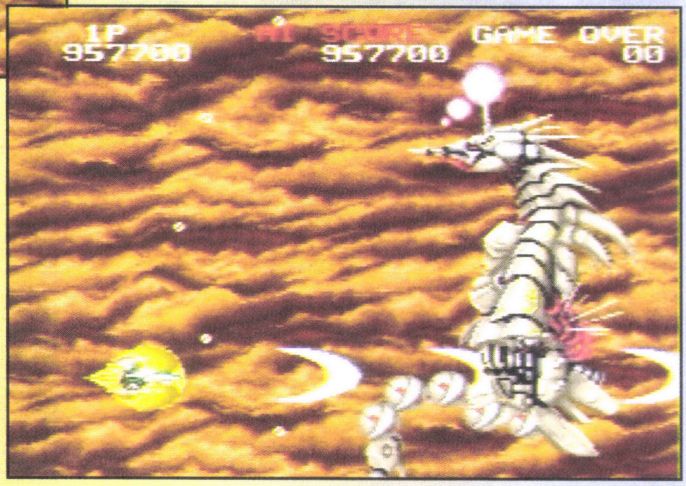
Dual Shears is the giant-lobster boss of planet Padi (round E). Shoot off his claws so they can't chase you, then stay at the top of the screen and use diagonal shots to finish the job.



If you take the alternate route to planet Rear (round F), you face Dual Shears SP. This creature's the white version of the round E boss. Luckily, the same tactics work here.



Dark Coronatus, a huge seahorse, is the boss of planet Narukini (round G). Powered-up shields are a big help here.

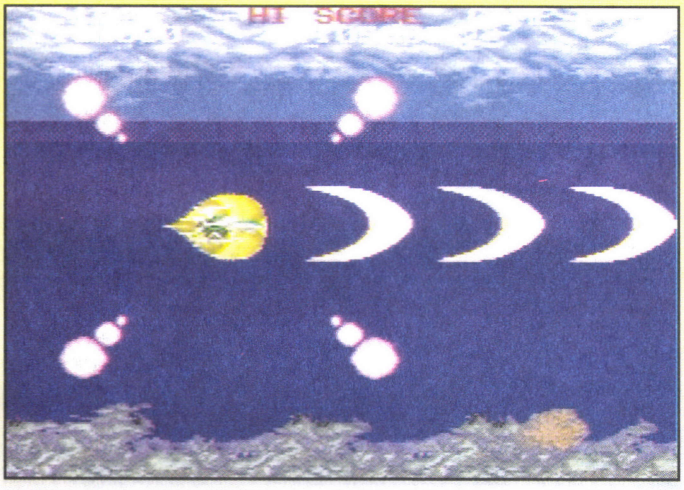


Aim your shots at the seahorse's midsection, but avoid his tail!

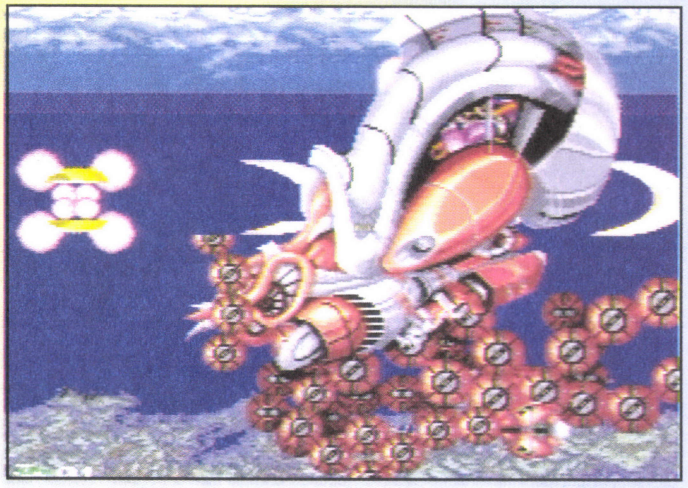
alien weapons, however, can penetrate even the strongest shields to destroy your ship.

Imaginative enemies are one of the best features of *Darius Twin*. The alien fleet resembles a colorful zoo of mechanical sea creatures: sharks, angelfish, trout, squids, turtles, whales, lobsters, seahorses, jellyfish, hermit crabs, and even drifting seaweed.

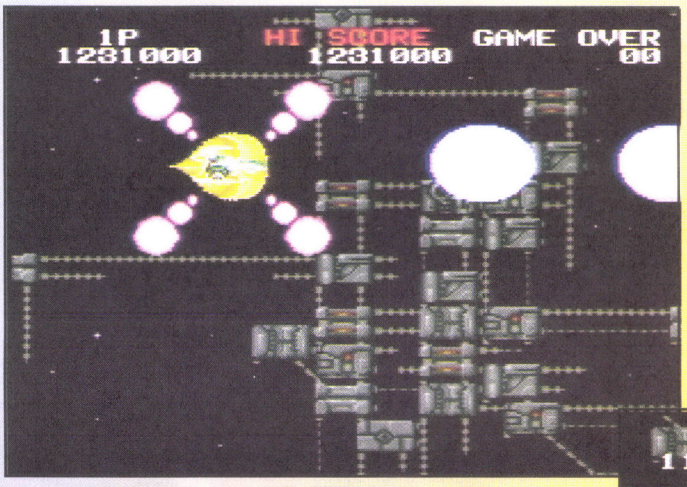
The bosses are equally impressive. Some are as large as the entire screen! And most of them pack surprises — hidden tentacles that dart out to grab you, or detachable claws



By the time you reach round H on the planet Sabia — an underwater world — you should have powerful weapons and gold shields.



Red Mist is the boss of planet Sabia. He's one of the toughest bosses. Maybe you're better off taking the alternate route to Narukini so you can fight Dark Coronatus instead!



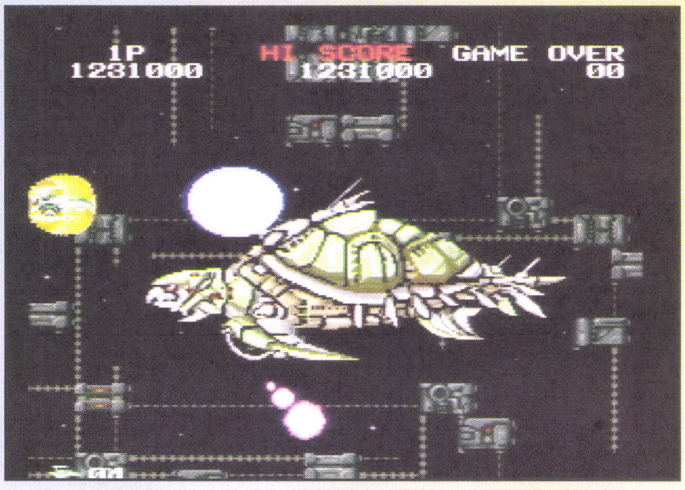
Planet Noemu (round J) is a fairly easy stage and a good place to collect power-ups for the battles ahead.

The only real danger on planet Noemu is the diagonal scrolling — if you don't pay attention, you may get trapped between a wall and the edges of the screen.

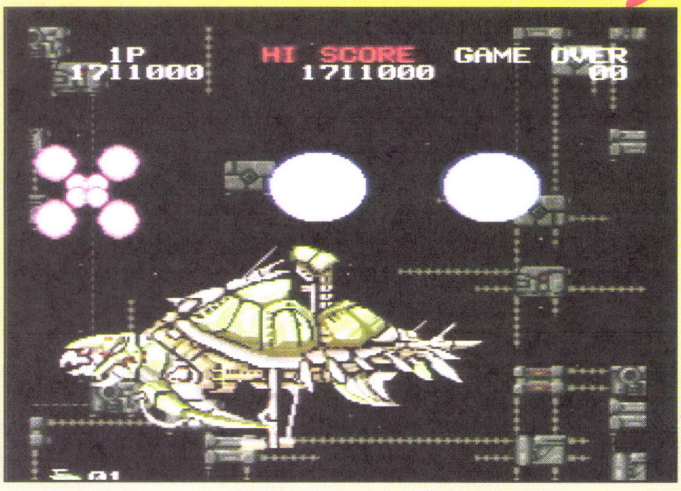
that chase you relentlessly. Even their names are impressive. Some of our favorites bosses are Dual Shears (a lobster), Full Metalshell (a turtle), Hyper Greatthing (a whale), and Super Alloylantern (a huge lantern fish).

Although this strategy review is based on the Japanese version of *Darius Twin*, we don't expect the American version to change much. That's good, because *Darius Twin* belongs in the top rank of Super NES shooters.

GP



Full Metalshell is the boss of planet Noemu. Frontal attacks are dangerous — the turtle head suddenly shoots forward, then launches needles toward the floor and ceiling.



Watch out for these baby turtles! They emerge from hidden hatches on both sides of the turtle shell.

Planet Darius! If you make it this far, you must fight some of the worst enemies from earlier rounds. Remember these angelfish?

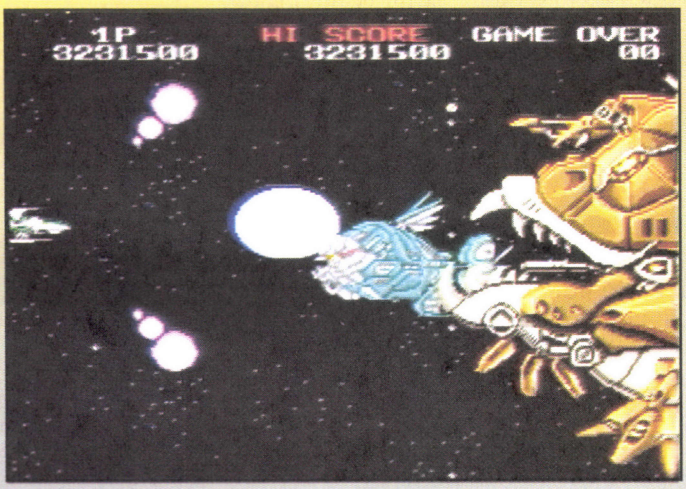
This hermit crab and lungfish are two more old enemies from past rounds.

HINT

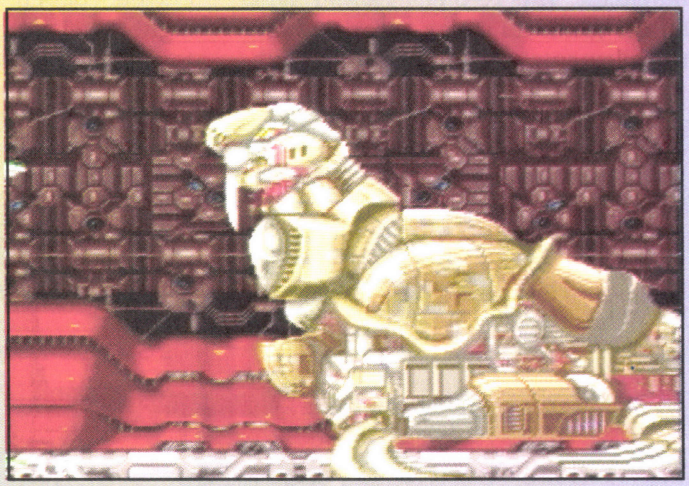
Some bosses are vulnerable to diagonal shots fired from the top of the screen. If you're not having any luck with a frontal attack, try finding a safe spot behind the score display. This works best against Emperor Fossil and Queen Fossil, Dual Shears, Dual Shears SP, and Demon Sword.

Taito

390 Holbrook Drive; Wheeling, IL 60090



Super Alloylantern, the Darius boss, fills the screen. You must circle around him to reach this position. When he spits blue fish at you, get in front and keep shooting.



The final boss! Great Tusk isn't as deadly as he looks. If you made it past Super Alloylantern, you shouldn't have too much trouble here.

DRAKKHEN

William R. Trotter

More computer games than ever are being converted to videogames, and the time between the initial computer version and the videogame grows ever shorter. *Drakkhen* appeared for PCs just over a year ago, and now it's available for the Super NES in Kemco-Seika's handsome translation.

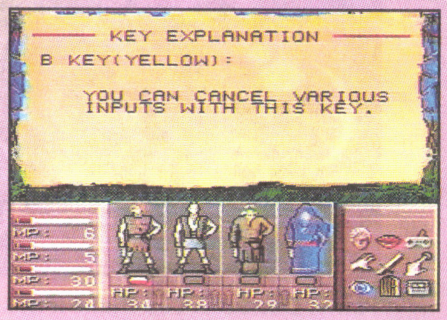
Fans of fantasy role-playing games (RPGs) should be pleased at how quickly *Drakkhen* arrived for the Super NES because it's one of the best games in the genre — the computer version even won the coveted Beastie award from *Dragon*, a top RPG magazine. This 16-bit *Drakkhen* retains all the technical savvy, strong adventure elements, and outstanding graphics that made the PC game such a standout. The Super NES version is, if anything, even smoother and easier to play than the original.

The storyline is typical of the RPG genre: Long ago, the world depended on the mystical power of dragons. But now the last dragon has been killed by careless humans. The god of this world creates a new world that's part dragon and part human, and is divided into four regions that correspond to the four elements of earth, wind, fire, and water.

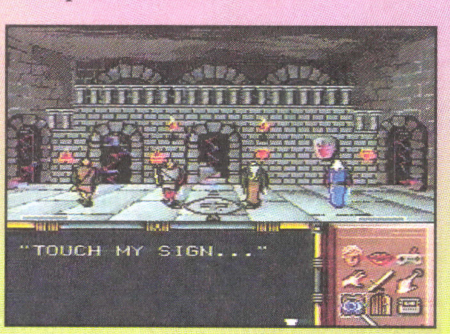
The *drakkhens* plan to destroy this new world unless the humans can pass one final test. Brave adventurers must be sent on a quest to find the eight jewels known as the dragons' tears. Once the jewels have been found,

HINT

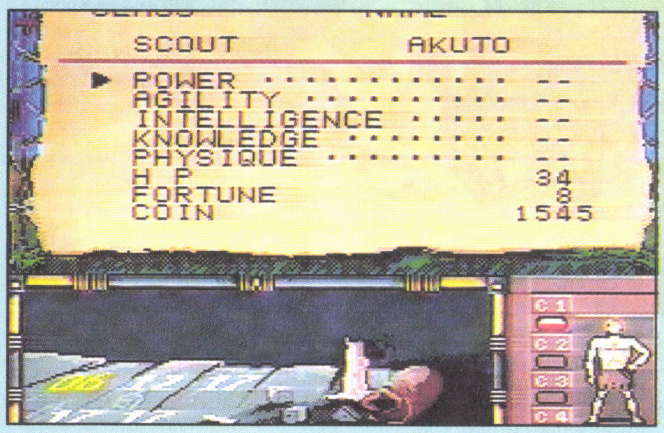
Even spell-casting priests and magicians can't wimp out when it comes to combat. The Shield, Strength, and Invisibility spells are particularly useful in a fight, and you may cast them either on yourself or on other party members. The more spells you cast in battle, the more your wizardry powers increase — and using magic on your foes is often a much more efficient means than simply hacking them to death or blasting them with bolts of lightning.



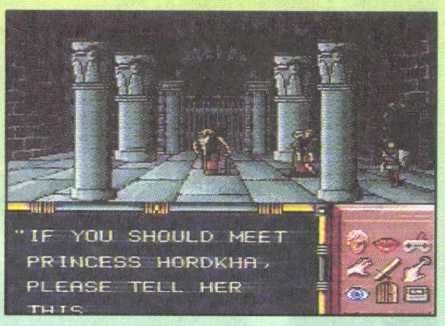
You can get basic on-screen instructions at any time. This feature is typical of the many thoughtful details incorporated into *Drakkhen*.



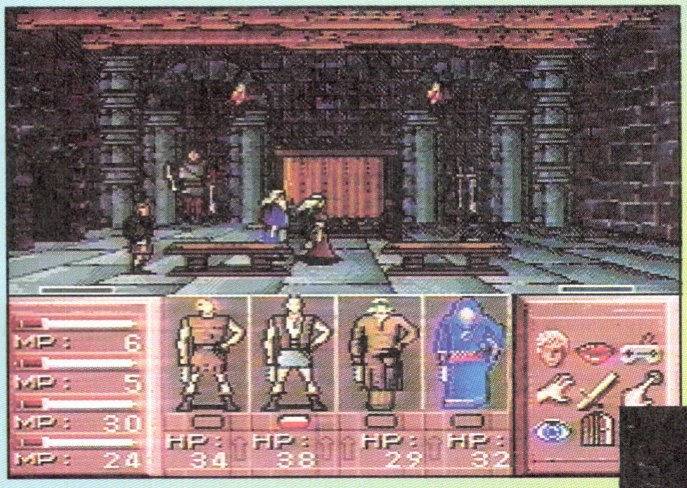
An elemental sign — earth, wind, fire, or water — controls access to each castle. Be sure to locate and touch the proper sign as soon as you can after going inside.



Character generation is elaborate, interesting, and easy to understand. Strive for a balanced party — and be sure to include at least one spellcaster.



Throughout the game, a wise old man appears without warning. He dispenses hints, gives you news from other parts of the island, and tries to sell you items — some of which you should buy.

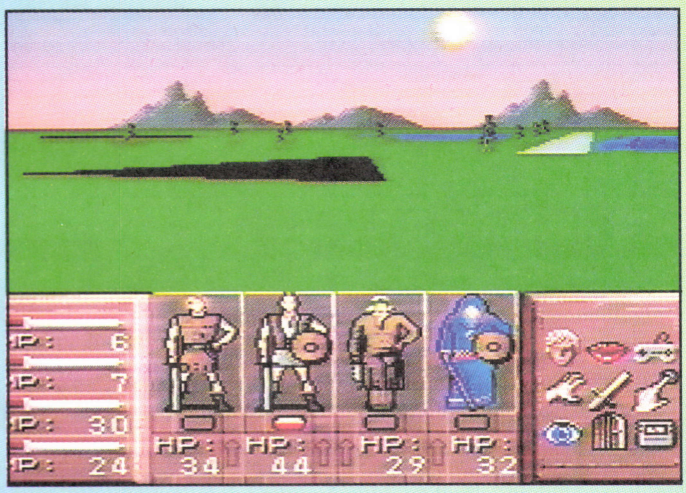


You find weapons and shields hanging on the walls inside the castles. Even though these *look* like part of the background, it's possible for your characters to take them — the owners never seem to object. This is a great way to obtain better weapons and armor without having to buy them.

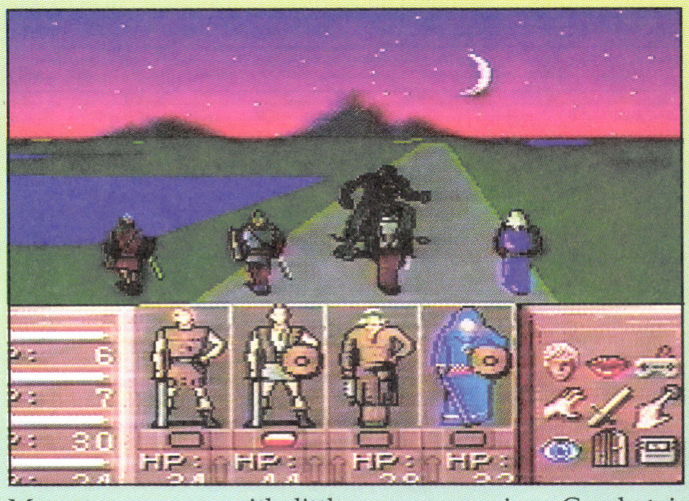
Seek out Prince Hordtkhen. Despite his fearsome appearance, he's not an enemy. He sends you on an errand to his sister's castle, and you — if you know what's good for you — eagerly accept.

the party of four must scour the island of Drakkhen to find the world's very first dragon and ask him to restore magic to the universe.

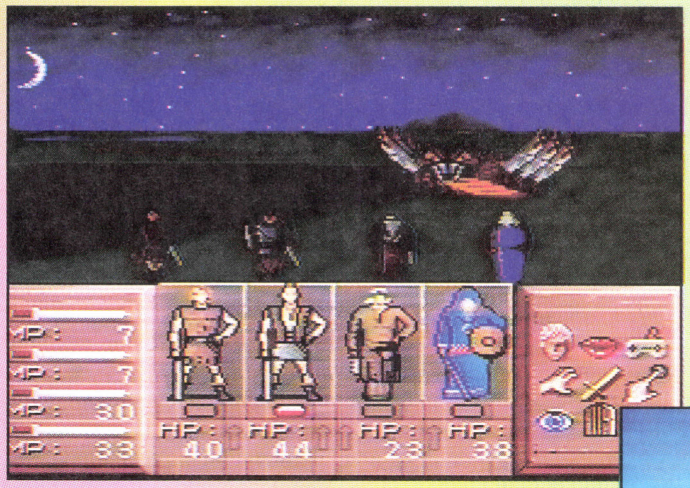
The fantastic world of *Drakkhen* and its inhabitants is internally consistent and believable. The characters move in real time across a rounded, full-color, three-dimensional landscape. When their day ends, the sunset glows before twilight gradually envelops the land.



Wander over the 3-D landscape or view it from different angles. But be aware that the game progresses in real time. When day ends, the sun goes down and twilight descends.



Monsters appear with little or no warning. Combat is normally automatic, but you get the best results if you often intervene to take control of individual characters.

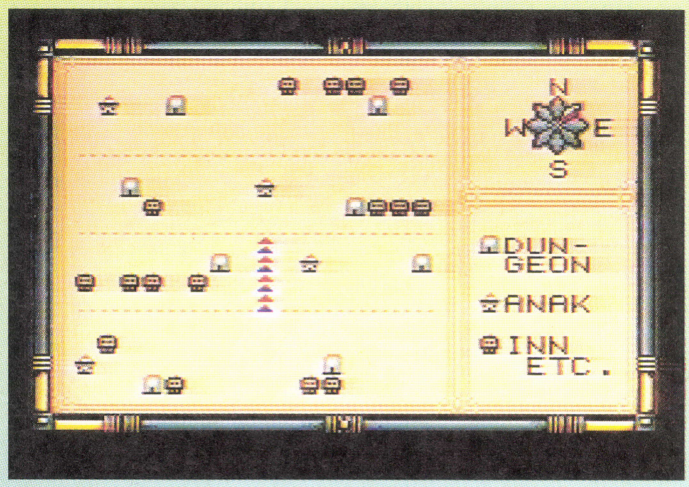


The stars aren't always friendly — sometimes, a constellation turns into one of these savage flying beasts. You're better off running from them until your party has considerable power and protection.

Free medical care — including resurrection of dead party members — is available at the ANAK temples.

There's a fairly elaborate musical score keyed to the various scenes in the game. The music occasionally even contains audio clues as to what's about to happen. And most of the more than 150 monsters seem to make their own particular squawk or shriek.

Armchair warlocks can play around with 200 different spells, some of them rather bizarre in their effects. A lot of thought, detail, and creativity has gone into the spellcasting aspects of the game. If fighting is more your game than

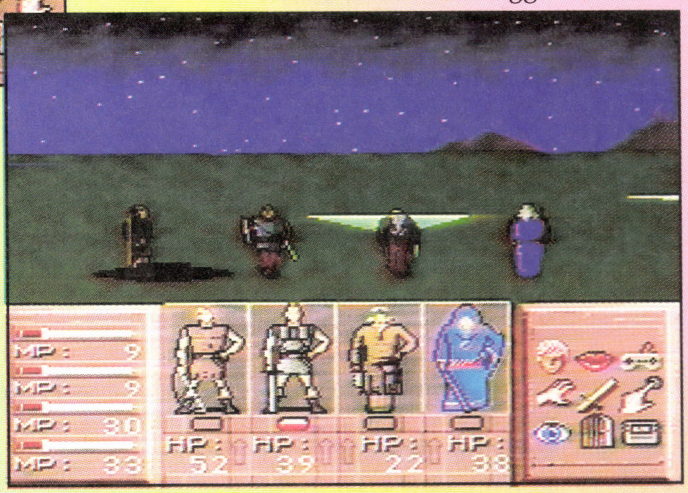


Check the map screen for an accurate idea of your party's compass bearing. Otherwise, you might get disoriented or be eaten by a monster you could have avoided.

When you search Princess Hordtkhen's castle, you discover that she's been abducted. Three guesses as to your next mission....

You may encounter a wandering merchant not long after you leave the princess's castle. Buy a bow and arrow from him and give the weapon to your scout.

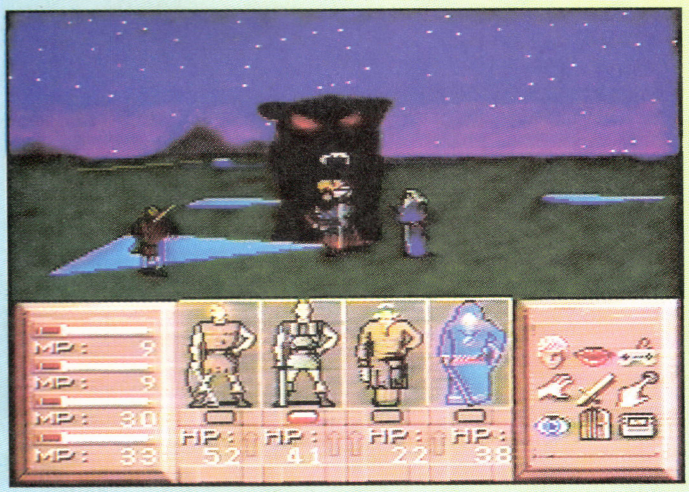
These illuminated arrowheads form a barrier that's impassable until your party reaches a certain level of power. But if you venture close to the arrowheads, dragons appear and offer valuable clues and suggestions.



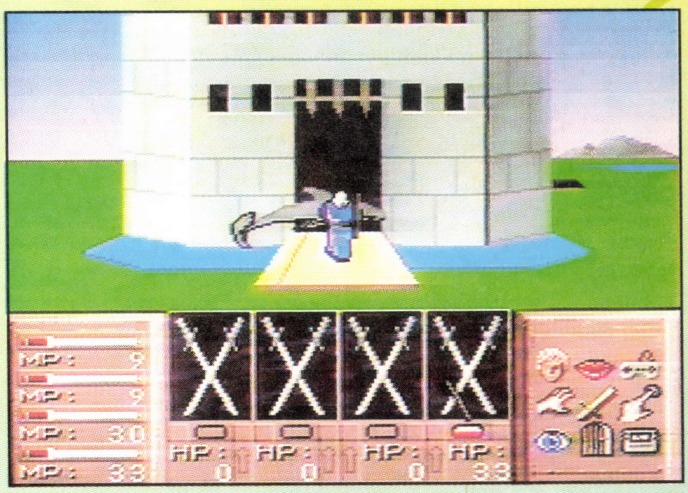
magic, you'll find that the combat system is bloodthirsty enough to satisfy even the most aggressive monster-bashers. And if you like simple exploration, well, the game offers not only strange and wonderful landscapes, but almost 250 different rooms and areas to be combed.

Drakkhen offers many hours of adventure and is crammed full of features designed to appeal to the widest possible segment of the fantasy role-playing market.

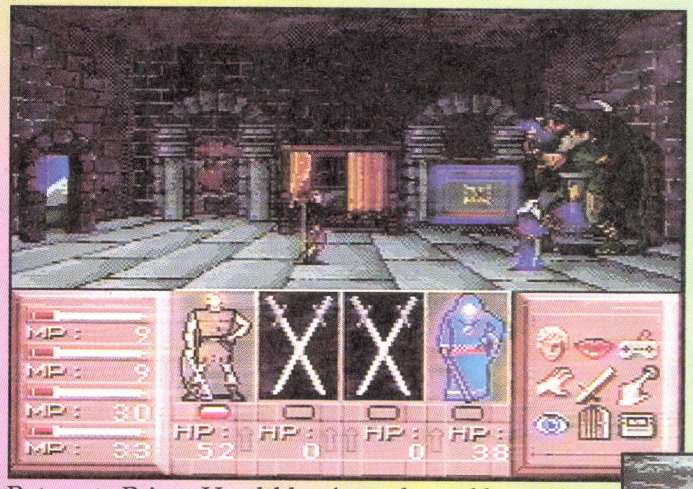
GP



If you touch the tombstones, this dog starts barking at you. Don't stick around to pet him if you're in the early stages of the game — beat a hasty retreat instead.



Don't try to cross this drawbridge until the circling shark has passed to the *right* side of the moat. He jumps. Really high.

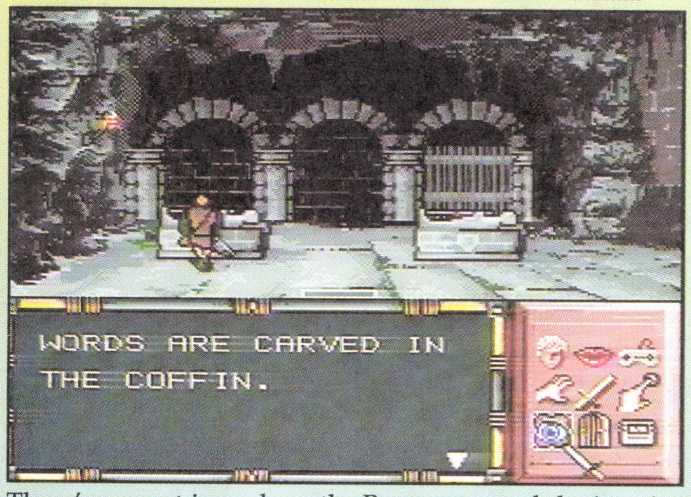


Return to Prince Hordtkhen's castle, and he equips you with new powers that help you rescue his sister. Walk past him into his private chambers to find strong armor. Don't forget to read the message on the table.

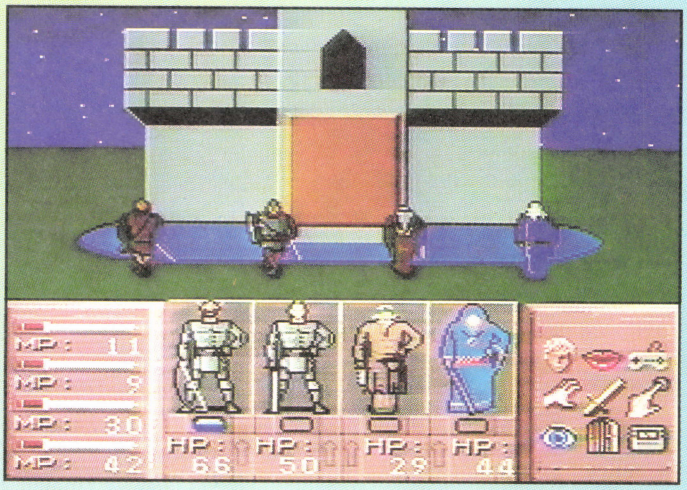
Sometimes levers and floorplates activate hidden doorways if you step on them. However, when you step off or let go, those doorways close again. Split up your party and leave one character at the switch while the others go off exploring for the newly opened passageway.

HINT You must learn when to engage the enemy and when to retreat. You can't win if you try to fight everyone — some encounters are best resolved by conversation, others by flight. A balanced party is helpful — we used a warrior (or amazon), a priest, a mage, and a scout. You simply *can't* win without at least one magician. And if your warrior doesn't seem strong enough, go to the armory (northeast in the land of ice). You can upgrade your weaponry there, as well as buy better equipment.

Kemco-Seika
20,000 Mariner Avenue; Suite 100; Torrance, CA 90503



There's a crypt in each castle. Be sure to read the inscriptions on *all* the coffins, or you might miss some vital information.



This castle drawbridge slams shut. To enter, you must have the experience to allow one member to use the Open spell. If you're low on experience points, go fight some monsters.

FINAL FIGHT

Richard Lashley

Some cities are known for their museums, parks, or landmarks. Metro City is known for its crime. For years, Belger and his gang, the Mad Gear, have ripped the city apart. Things have gotten so bad, in fact, that citizens have elected a former streetfighter as their mayor! Mike Haggar doesn't govern behind a big desk and closed doors—he rules with a lead pipe and a solid right hook.

With its hold on the city endangered, the Mad Gear gang kidnaps Jessica, Haggar's daughter. In Capcom's *Final Fight*, you must clean up Metro City's reputation in five stages and grab Jessica from Mad Gear. This *isn't* just another day in the office. It's time to hit the streets.

This is a one-man fight, so you must choose between Haggar and Jessica's boyfriend, karate-expert Cody. He may weigh only 187 pounds, but Cody can rely on his quickness and knife-fighting skills to survive. Haggar, at a hulking 297 pounds, uses brute force and pile-driver wrestling moves to crush his opponents.

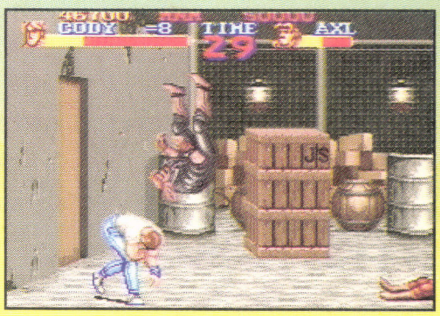
There's no real strategy in this game—it's a case of kill or be killed. However, depending on the character you're using, there are a few tricks which you can use to even the odds. Enemies, for example, break out of Haggar's holds or dodge his punches if the same move is repeated three times consecutively. To keep opponents off balance, mix up your moves. An effective combination is a head-butt, followed by a back-drop, and ending with a pile driver. If you're surrounded, twirl into a super-spin to empty the room quickly. The well-designed button configuration between controller and maneuvers al-

HINT

Normally you begin *Final Fight* with only three lives. However, if you press Start and Select on your controller during the title screen, you move to an options screen. There, you can collect nine additional lives.

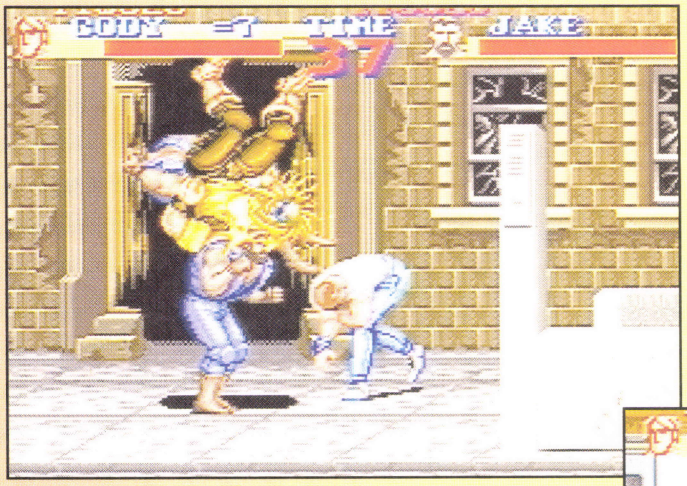
Cody and Haggar each have an impressive arsenal of street-fighting moves. The two men are tough to choose between, but only one of them can face the Mad Gear gang.

You begin in the slums of Metro City. Cody can shake thugs crowding around with a super-kick. Although it doesn't do a lot of damage, it gives you time to regroup after an attack.



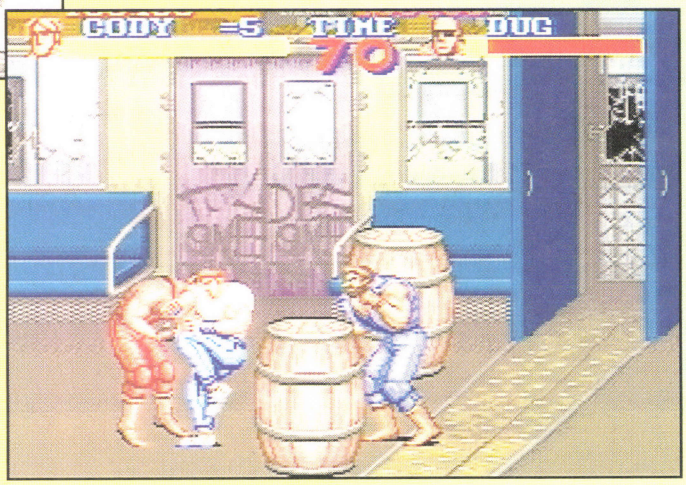
Any good streetfighter knows to keep all his enemies in view. A quick shoulder-throw tosses this Axl goon back over with the rest of his buddies.

The jump-kick is difficult to do, but it packs a wallop. Jump-kicks are particularly effective in knocking back a group of Mad Gears — but only the best fighters can use it regularly.



Thrasher, the boss of Metro's slums, falls prey to your shoulder-throws. However, don't let the guys exiting from the open door blindside you.

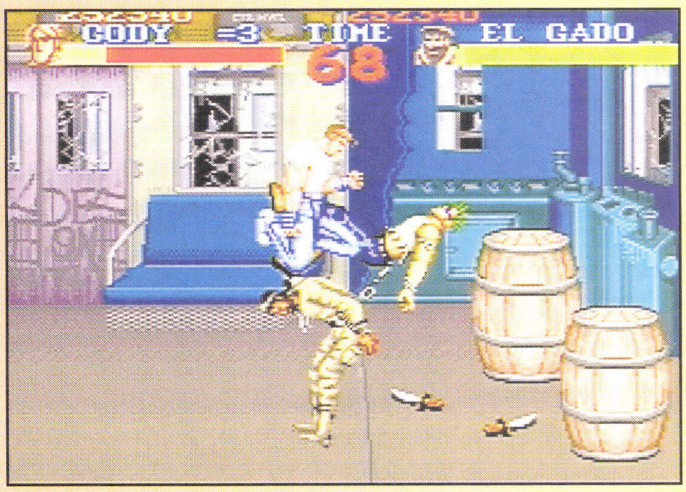
When you grab an opponent, he briefly becomes defenseless. Take advantage of that moment of weakness on the subway in stage 2 and hit this opponent with a few knee-bashes. Also, check the barrel on the floor for some extra energy.



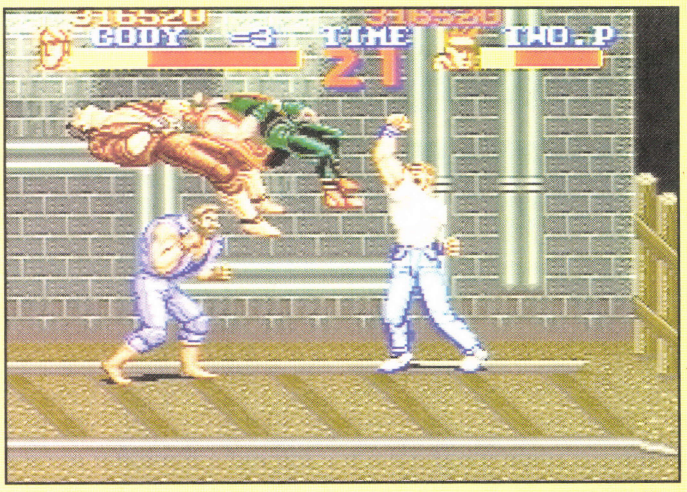
lows you to accomplish a diverse range of moves in a fluid motion.

The smaller Cody must use a variety of moves to keep larger enemies like the Andores Brothers at a safe distance. A couple of knee-drops and a flying-kick usually knock out the worst Mad Gear offers. Cody is also skilled with a blade. The knife-totin' opponents called "Hollywoods" usually drop their weapons after a few hits, so pick up these knives and do some damage.

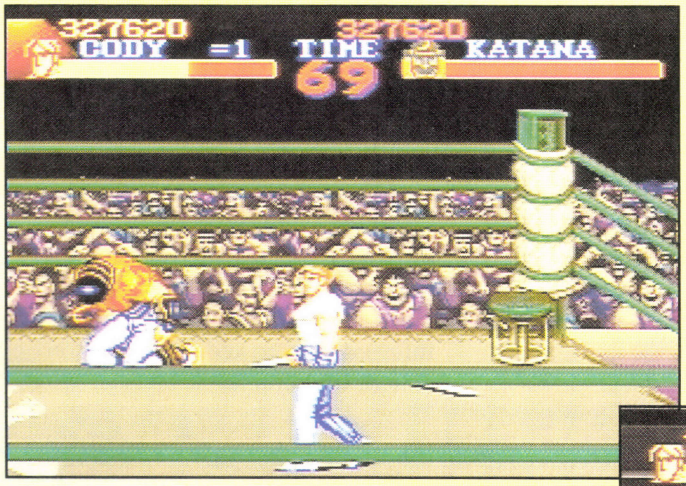
Crates and oil drums scattered throughout the ragged landscapes



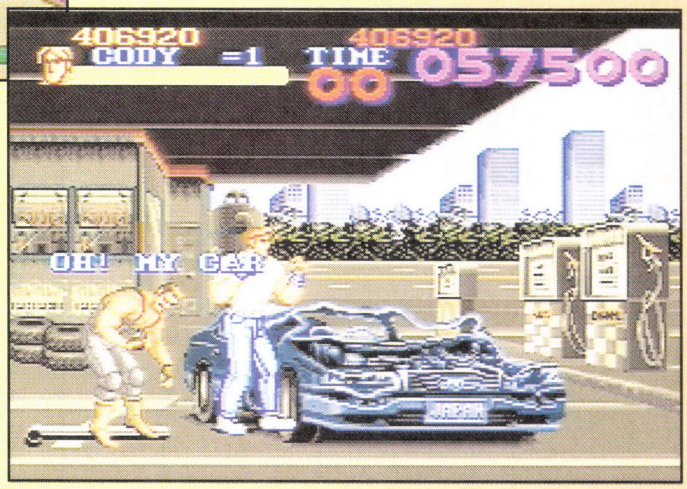
At the end of this subway ride, Cody's swooping knee-drop enables him to attack two enemies simultaneously.



After two consecutive punches, Cody automatically delivers a strong right uppercut. It's an effective combination.



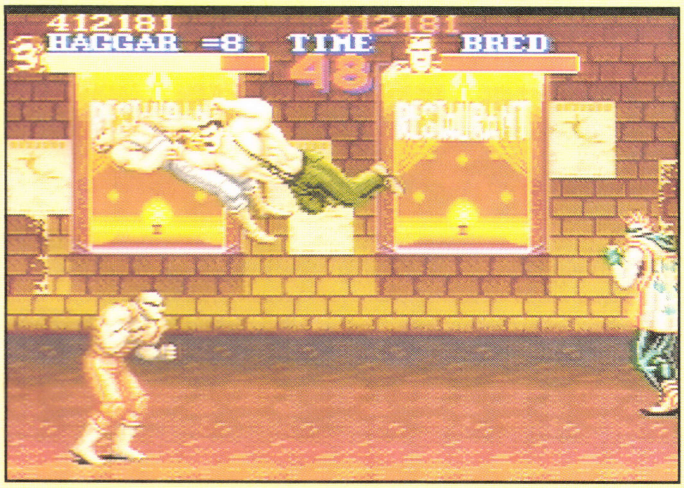
Katana, who slings twin samurai swords, is the last opponent you face before climbing out of the subway tunnels. Use shoulder-throws against him, but don't let him get up. If you don't rush to finish the attack, he charges at you, swords in hand, with incredible speed and power.



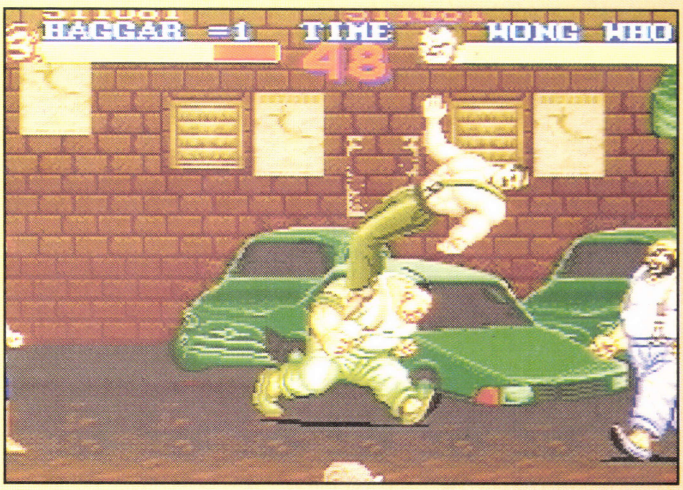
To earn points for an extra life, you must completely demolish this poor thug's car within the time limit. In Metro City, bashing is a citywide pastime — so have some fun.

of Metro City contain special items for points, power, and weapons. For Haggar, the best special weapon is the lead pipe. Whenever you find a pipe, use it quickly because it disappears after a brief period of time. The katana sword is Cody's best weapon — it's even better than knives. But, like the lead pipes, it soon disappears.

Fighting tactics also include keeping all your opponents on one side of the screen. If you're skillful, you can knock the enemies off-screen to one side, too, and take them out



As you venture into Metro's Park in stage 3, you can kick enemies behind you *and* knock down enemies in front of you with your punishing lunge — but it takes practice.



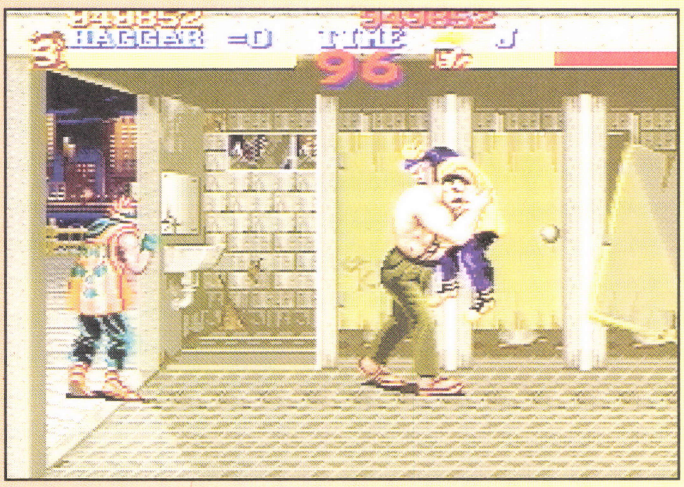
You should beware of Wong Who and his pals. Once these large fellas get moving, they're difficult to stop. Usually, they try to blindside you as they charge onto the screen.

Edi-E, a security guard corrupted by Mad Gear, is good with his nightstick and six-shooter. However, Haggar's trademark pile driver can quickly end this public disturbance.

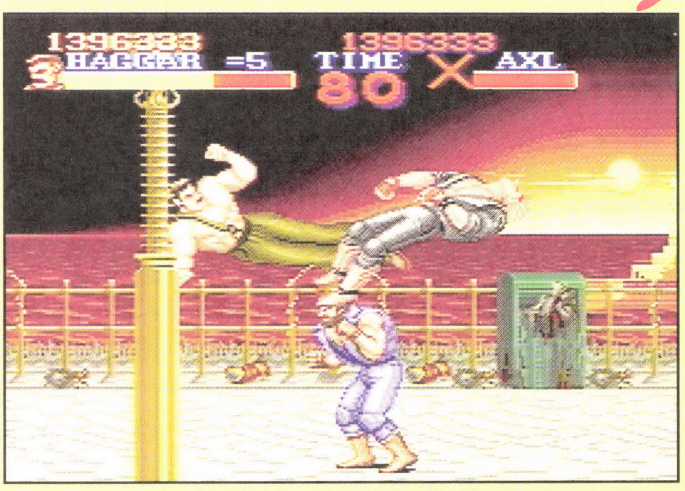
From the water lapping underfoot to the trash drifting into the pier, there's nothing like Metro's bay area. Use Haggar's back-drop on this enemy-infested dock to keep everyone on one side of the screen.

without suffering much damage. However, some opponents — such as the Billy Bullies — can ram through your wall of punches.

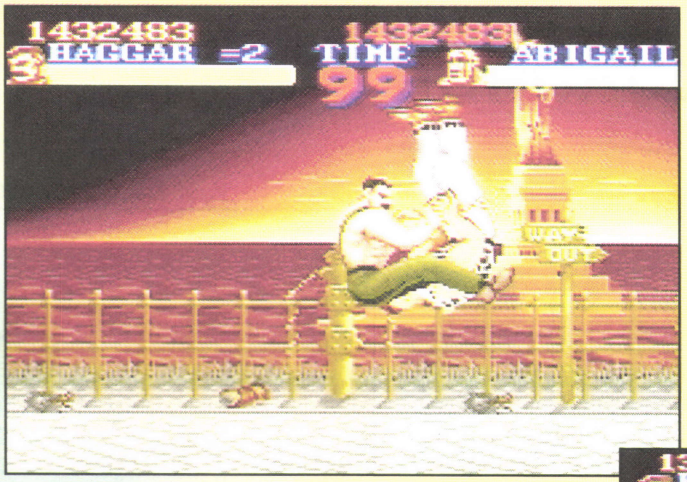
Final Fight isn't a typical punch-and-slash game. The graphics feature colorful landscapes of a city in the late stages of ruin, as well as some of the largest characters outside the arcade. Digitized voices add a humorous punch to smooth fight sequences.



With Haggar's energy slowly dwindling, using strong mixing in a variety of moves keeps the Mad Gears guessing what you'll do next.

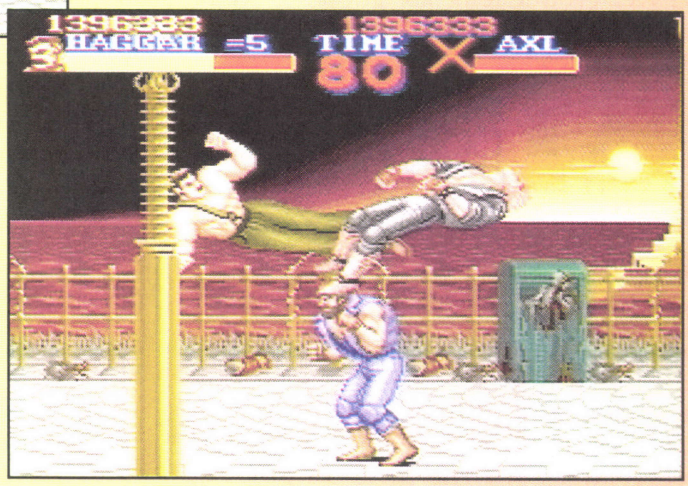


While not as effective as some of Haggar's other moves, the jump-kick is nevertheless a good technique to stun an opponent for a few vital seconds.



Abigail (and *don't* make fun of his name!) is very difficult to defeat. As Haggar, your best move is to get in close and grapple for a pile driver.

If you miss, however, Abigail gets red-hot mad and tries to pound you into the pavement.



HINT

You occasionally find barbecue ribs or other special items inside the crates and oil drums that replenish your energy. Unless you're in immediate danger of dying, it's wise to wait until after you've cleared the screen of enemies to grab these items.

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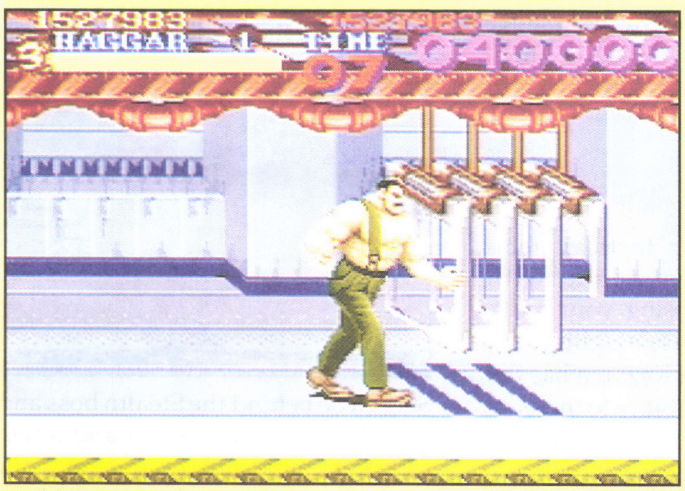


Located before the final stage, the second bonus round requires you to ransack a warehouse. You get extra points if you shatter every pane of glass within the time limit.

In uptown Metro City (level 5-2), be ready to twist into a super-spin to repel Wong Who and his cronies. You've got another level to complete before you meet Belger.

U.N. SQUADRON

Richard Lashley

In a market cluttered with slash-and-blast games, it's easy for a shooter to get lost in the crowd. After all, if you've shot and bombed one alien race into submission, haven't you done it *and* seen it all? Not necessarily.

Capcom's *U.N. Squadron* isn't your typical arcade-action game. Based on the popular Japanese comic book *Area 88*, *U.N. Squadron* juices up the shooter genre with great graphics, silky smooth controls, and an element of strategy.

A desert airstrip in the kingdom of Aslan is under attack. Just a scratch of asphalt in the sand dunes of Area 88, this base is home to the U.N. Squadron — and it's Aslan's last line of defense. For a year, the forces of Project 4 have chipped away pieces of Aslan, slowly taking control of the entire country. But now the U.N. Squadron is on the job.

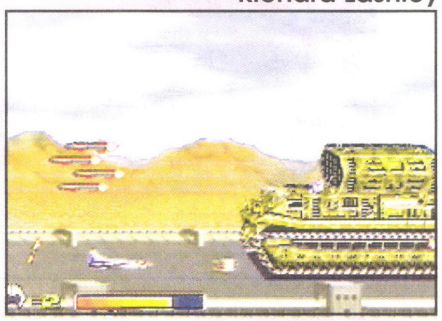
You begin *U.N. Squadron* with $3,000 and a choice. There are three pilots from which to select, each with his own specialties: Shin Kazama becomes powerful in the shortest amount of time, Mickey Scymon is an expert with special weapons, and Greg Gates quickly recovers from battle damage. Your playing style dictates the pilot that suits you best, but if you're in doubt, Shin's fast-rising firepower meter makes him a solid choice.

The real strategy is needed when you choose missions and buy planes. Your initial budget only allows for the basic F8E-Crusader, and, from the special weapons menu, some cluster bombs. You can step up to more advanced planes after a few successful missions. There are eight aircraft in all, ranging from

HINT

You need a lot of money to buy advanced fighters. Between missions, check the tactical map for truck convoys running through your mission area. These convoys offer little resistance, and — depending on how quickly you destroy them — you can earn up to $20,000 of easy money.

Your tactical decisions begin with choosing your pilot. Each one is gifted, but Shin Kazama has the capability to increase his Vulcan-cannon rating quickly.



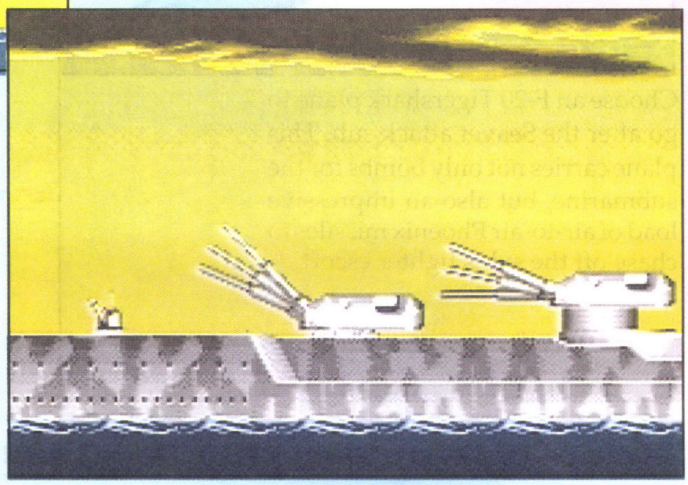
To beat the missile-launching tank in Project 4, fly your F8E Crusader into the lower left, dodge the missile barrages, and blast the treads with your Vulcan cannon.

When renegade fighters approach your base, it's time to go to work. As this B-1 bomber drops onto the screen, stay behind it and sink some Vulcan rounds into the bomber's thin armor.

Stay close behind the Stealth boss and blast it with your cannon and a few cluster bombs. After you knock out one of its engines, launch a Mega Crunch to finish off this boss.

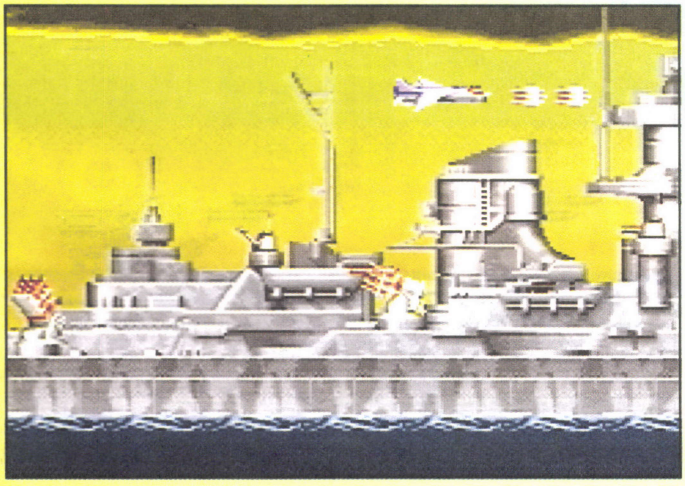
The battleship *Minks* is protected by swarming planes and missile-launching patrol boats.

Wait until a boat launches a salvo, then drop behind the boat at wave-top level to attack.

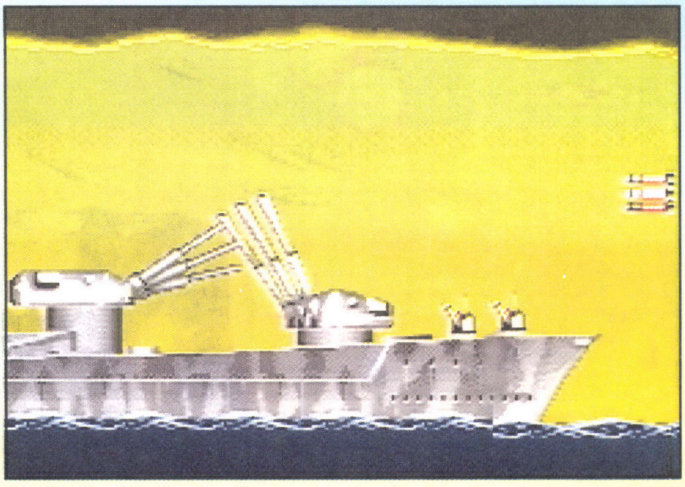


the rugged A-10A Thunderbolt to the Soviet-built F200 Efreet.

Your ultimate goal — besides survival — is to earn more than a $1 million so you can afford the Efreet, the best plane. The Efreet carries all 11 special weapons, as long as you've got the cash to buy them. In earlier missions, you should save money by purchasing the bare essentials — only the plane and special weapons absolutely necessary for each task.



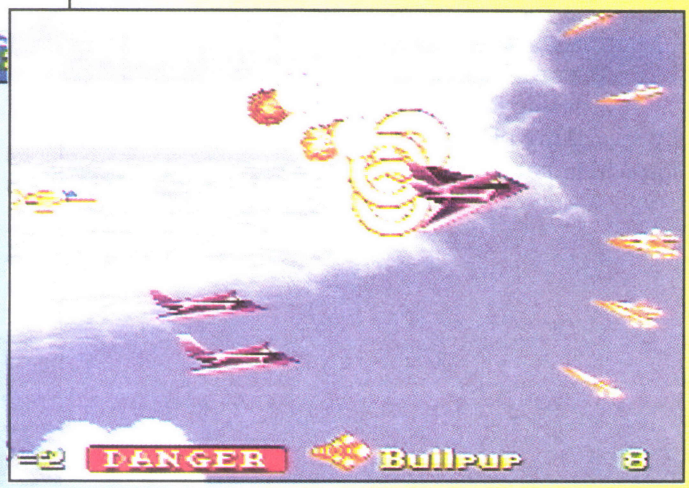
Run a few passes to knock out the armored gun turrets.



At the end of the ship, you find a floating weapon rack which partially refills your special weapons. Now you can concentrate your firepower on the bridge.

Choose an F-20 Tigershark plane to go after the Seavet attack sub. This plane carries not only bombs for the submarine, but also an impressive load of air-to-air Phoenix missiles to chase off the sub's fighter escort.

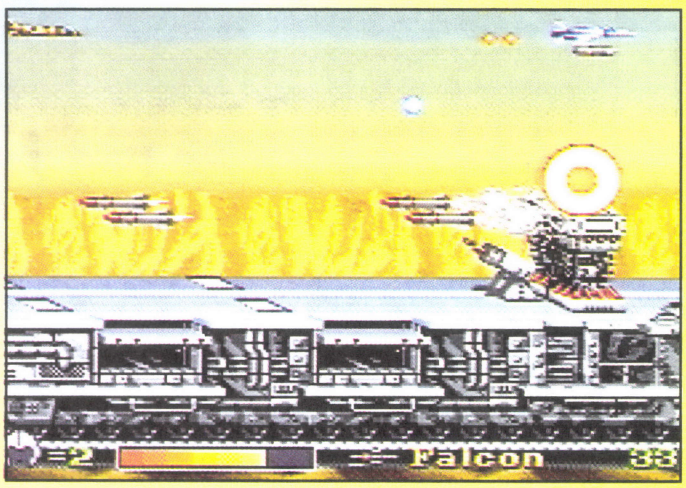
The Wolfpack Squadron, a mercenary force of stealth fighters, casually blips onto your base's radar screen. Arm your F-20 with Phoenix and Bullpup missiles, then hit the skies. These Stealth fighters release lethal countermeasures behind them, so keep your distance and attack with Bullpup missile barrages.



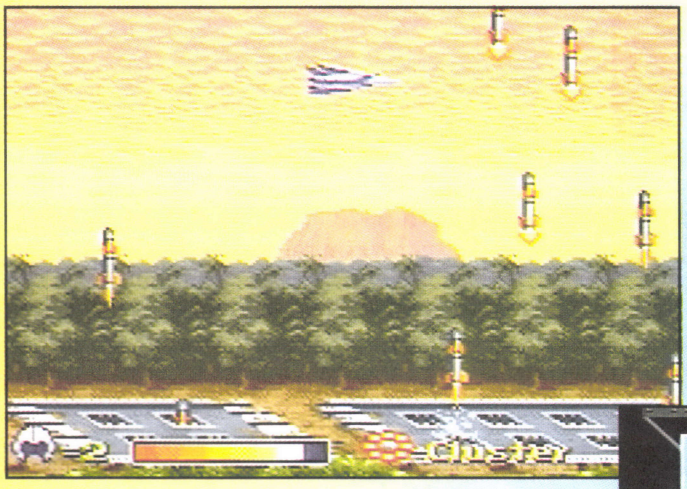
For example, when you fly against the Wolfpack Squadron, you need only the F-20 Tigershark, some Phoenix missiles, and a few Bullpup rounds. You could also load up with conventional bombs and air-to-ground Falcons, but you don't need them for dogfighting.

The Forest Fortress is a specialty job as well. You fly at treetop level while enemies use the belly of your plane for target practice. The

Your next mission sends you to attack a desert-based land carrier. With an F-20, you can use Phoenix missiles to attack ground targets while dodging hostile planes.



The land carrier's only weak spot is this protruding missile launcher. Stay low on the far right and, as the launcher rises to fire, pound it with bombs.



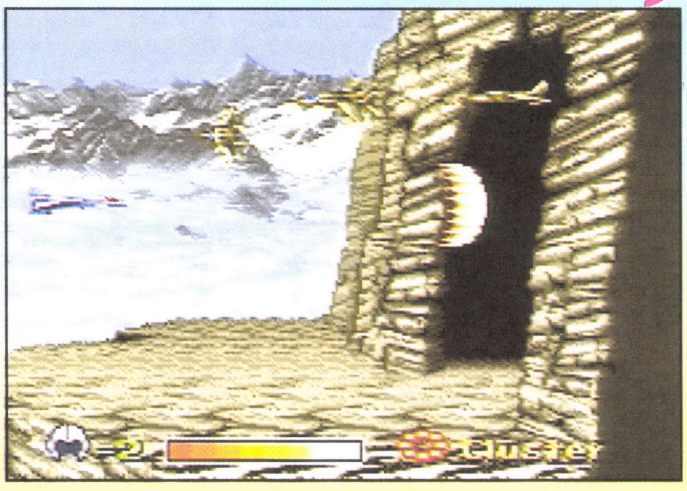
Expect attacks from camouflaged positions on your approach to the Forest Fortress. Although the A-10 tankbuster is best in this stage, the F-14's agility enables you nimbly to evade the missiles that climb into the skies after you.

The Soviet F200 Efreet is the most expensive — and the most powerful — plane available.

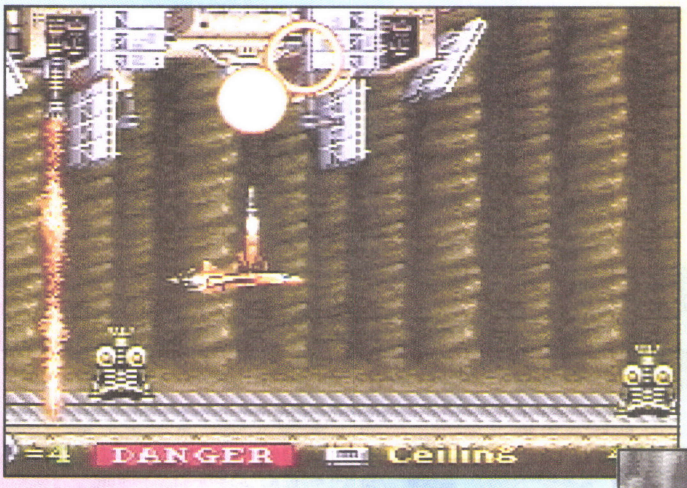
clumsy, yet heavily armored A-10A Thunderbolt is ideal for this mission. However, you need more than $300,000 to buy it, so plan ahead.

U.N. Squadron is a sharply packaged game with enough bang to compete with the best of videogame shooters. Exciting graphics and a solid game design make this a nice addition for your hangar.

But if you saved your money during most of the missions, the Efreet can be yours.

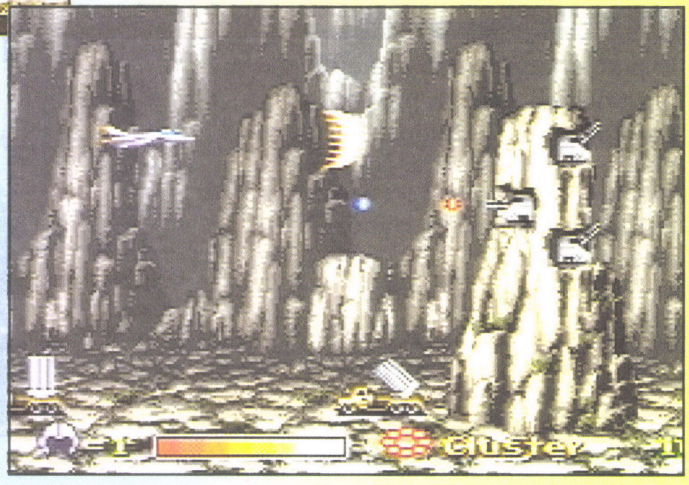


The weapons systems of the Efreet comes in handy in Project 4's cave base. Stay in the middle so you won't get pinned to the floor or the ceiling by enemy fire.



To reach the cave boss's weak spot (a glowing dome), switch to your Efreet's sail missiles. They fire upward and can hit the dome while you deal with enemies on the cave floor.

The F-20 Tigershark works well in the canyon mission. There are lots of nasty surprises waiting for you in this valley — such as these turrets mounted on stone towers. Stay to the far left and destroy these guns before flying past them.



HINT To save money, take only the special weapons that you need for each mission. For example, when you attack the first wave of fighters heading for your base, you just need an F8E-Crusader carrying cluster bombs and a Mega-Crunch. Buying conventional bombs wastes thousands of dollars that should be saved for more treacherous missions.

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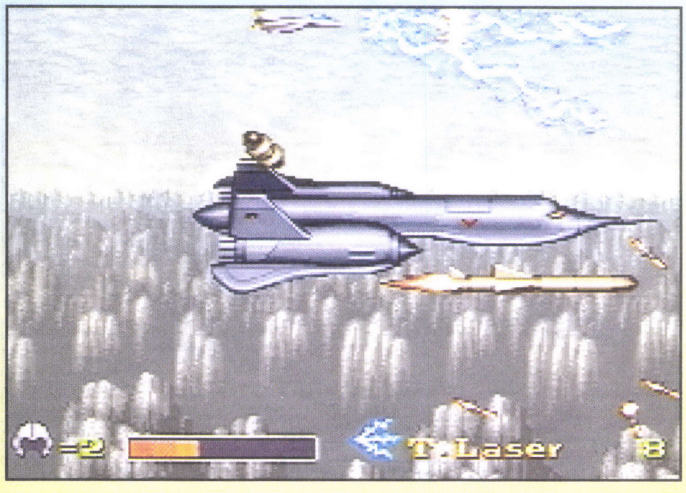
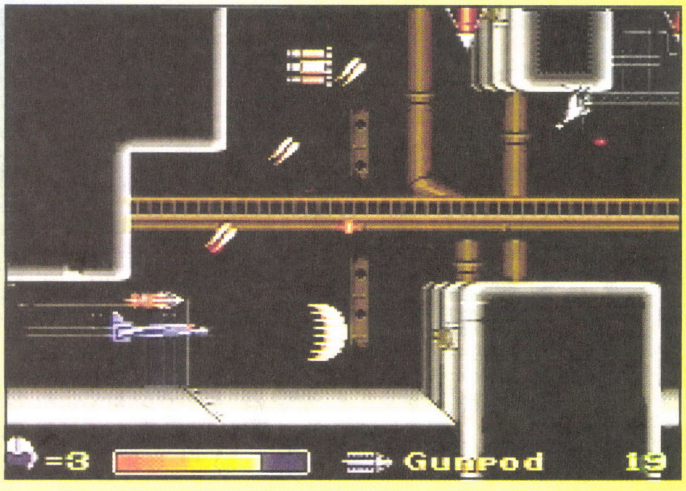


The canyon boss, a sleek SR-71 Blackbird, is loaded with anti-aircraft weaponry. This battle requires a full load of special weapons and a fly-by-the-seat-of-your-pants attack.



The Efreet is the *only* choice for the last mission. To hit out-of-reach turrets, use the diagonal fire of the Gunpod. Occasionally, you also uncover hidden weapon racks.

ADVENTURES OF LOLO III

Lisa M. Bouchey

Rotund couple Lolo and Lala conquered the Haunted Castle and freed their people from the clutches of the evil King Eggerland in two earlier adventures. Now the dynamic duo are at it again in the *Adventures of Lolo III* — the newest chapter in the popular puzzle game from HAL America.

The wicked king is back. This time he's cast a spell on the villagers and has turned them all into stone. Our heroes were away from Eggerland during the attack and escaped the spell. Now they're the villagers' only hope of rescue.

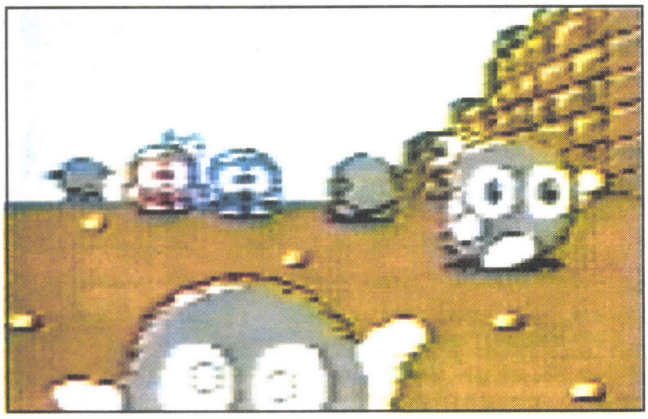
You must help Lolo and Lala search a 17-level maze of 100 brain-teasing rooms, find King Eggerland, and force him to remove his wicked spell.

The object in this game is just like that in the earlier Lolo adventures. In each room, you must pick up all the heart framers in order to open a jewel box. When you grab the jewel, the exit door unlocks and you advance to the next room.

The first two levels of the game allow you to get acquainted with the enemies you must face and to master some of the simplest moves you need to solve the puzzles. If you have any trouble in these early levels, stop by one of the two big trees on the overworld map and pay Grandpa a visit. He'll teach you valuable skills and techniques. Listen to him carefully — if you don't need his advice now, you certainly will on the higher, more difficult levels. It may take all day to figure out how to clear a room, but

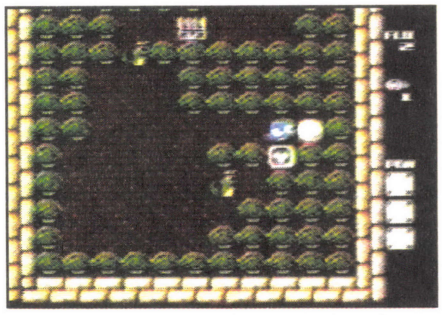
HINT

When you hit certain characters with magic shots, they turn into eggs and can be moved around to block enemies or open paths. If you hit an egg with a second shot, it disappears from the screen and returns in a few seconds to its original shape and position. In some of the advanced rooms, it's vital to blast the characters while they're eggs so you can conserve your limited magic shots.

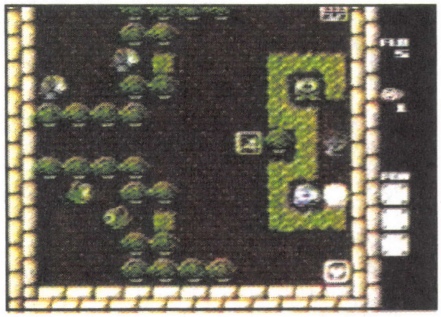


The evil King Eggerland is back for a third confrontation with Lolo and Lala. This time the king has turned the citizens of Eggerland to stone, and only Lolo and Lala can save them.

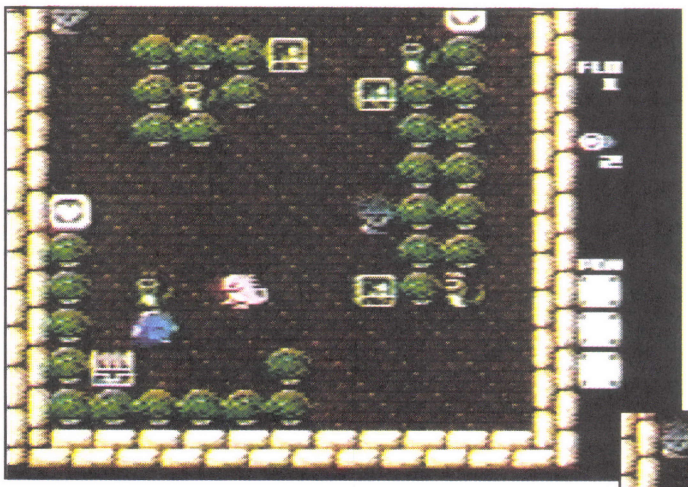
Stopping by the trees near the village to visit Grandpa saves you some time and frustration in your adventure. The wise old man can teach you some valuable skills.



The rooms on the first two levels are relatively simple compared to the rest of the puzzles. Use them to practice the basic moves of the game.

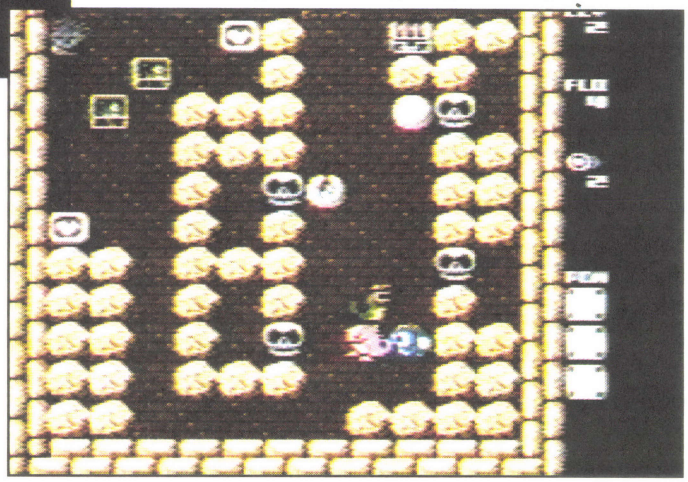


To get to both the heart framer on the bottom right and the jewel box on level 1-5, use your magic shots to block Medusa with Alma and the Leeper.



On level 2-1, move Snakey to the left to block Medusa. Then position Gol just above the heart framer on the left side of the screen so he can't breathe fire in your direction.

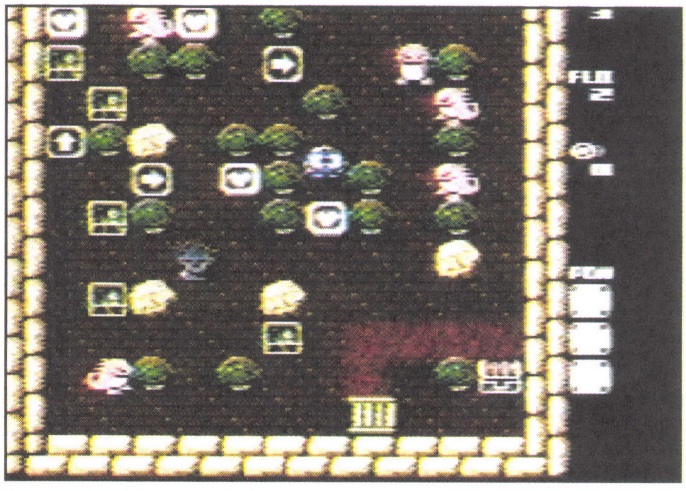
In level 2-4, use Snakey and Gol to block the Skulls in their rock rooms. Make sure Gol is facing into the hole (and not out on the passage) or you'll get burned going for the jewel box.



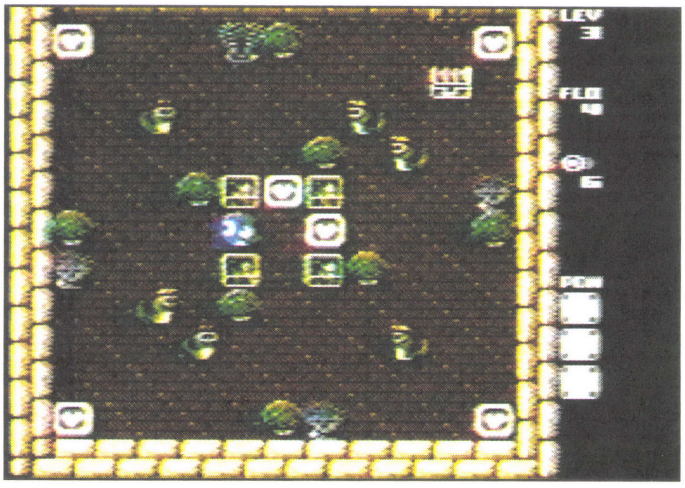
remember: Each puzzle has at least one correct solution.

You encounter many things along your journey, including valuable items, helpful friends, and annoying enemies. Some of the things you encounter are new to this adventure, but some have been around as long as Lolo. Emerald framers are one of the most useful items in the game. You can move them around the screen to protect you from attack and to trap enemies dead in their tracks.

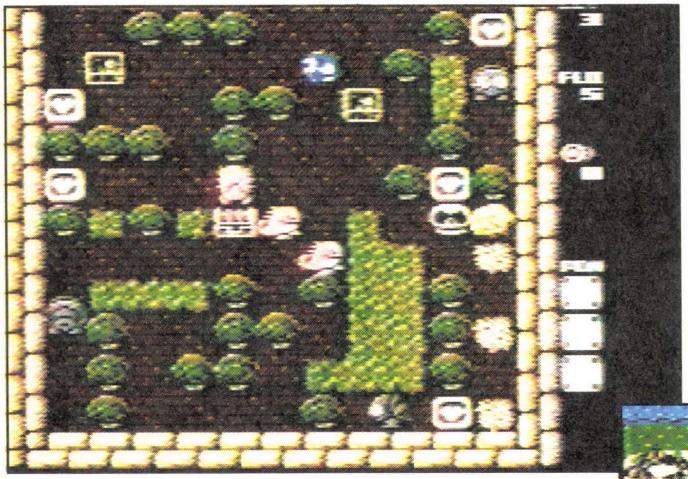
The assorted critters, on the other hand, are harder to distinguish as friends or foes when you begin *Lolo III*. Snakey, the little green guy you encounter in the first room,



Level 3-2 is one of the first rooms that requires serious thought to master — but solving it is just a matter of taking the right heart framer first.

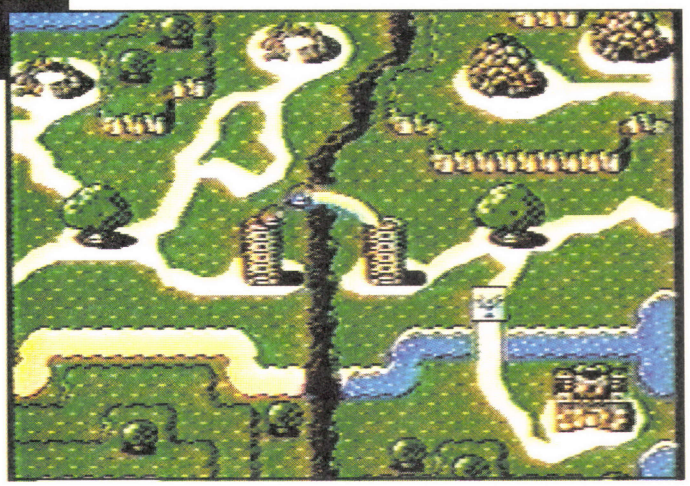


On level 3-4, use magic shots to turn two Snakeys into eggs, then shoot them again when they're in egg form. If you don't, you won't have enough magic shots to clear the room.



To clear level 3-5, watch the paths the Almas follow, time your moves just right to stop them in their tracks — and save the heart framer closest to the jewel box for last.

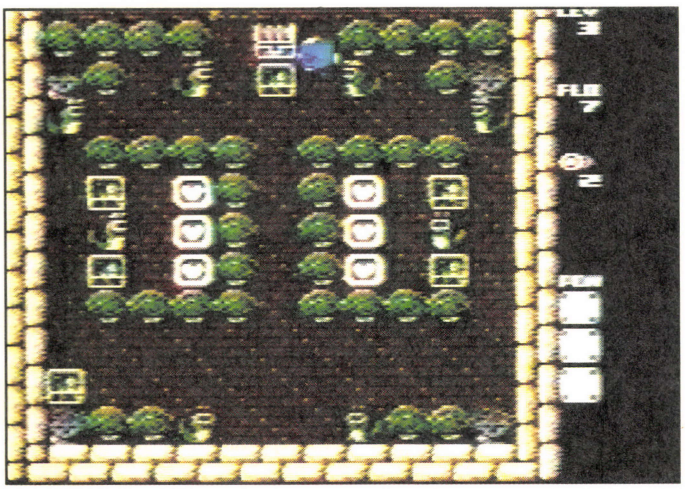
Level 3 begins in the tower on the left and ends in the tower on the other side of the chasm. Ride the rainbow across the gap to complete the level, then move on to the caves in level 4.



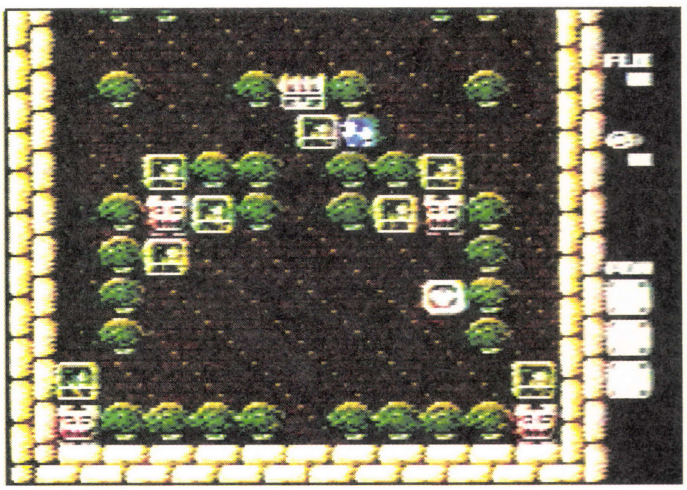
turns back and forth constantly, watching your character. He's harmless, and can be very useful to block shots or corner enemies.

Gol looks like a pink dragon. He sleeps until the last heart framer is taken, then awakens and shoots a deadly fireball — but only in the direction he's facing. Try to push his fire-breathing mouth against a wall or block it with an emerald framer so you're protected from the flame.

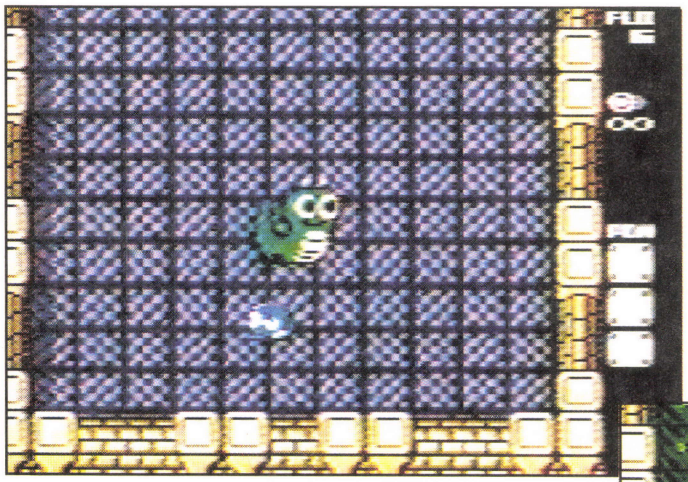
Rocky looks like a toaster and rumbles slowly around the screen until he closes in on your character (you can choose either Lolo or Lala). Then he speeds up and moves in for the attack. If there's more than one



Level 3-7 looks tricky, but it's simply a matter of pushing the emerald framers up to the trunk, then moving on top of them to push them back down to the bottom.

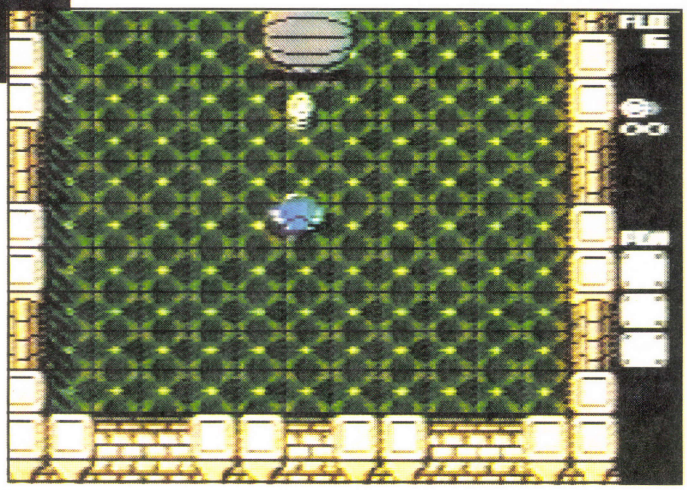


You can play as either Lolo or Lala, but you must keep your wits about you either way. Here, you won't survive level 3-8 unless you block Don Medusa with emerald framers.



You face a giant Snakey at the end of level 4. Run around the outer edges of the screen, then stop to fire as he slowly follows your path. Several direct hits eliminate him.

A giant Alma rolls directly at you toward the end of level 5. Stay near the center, but move just enough not to get flattened. When Alma stops, jump into position and fire.

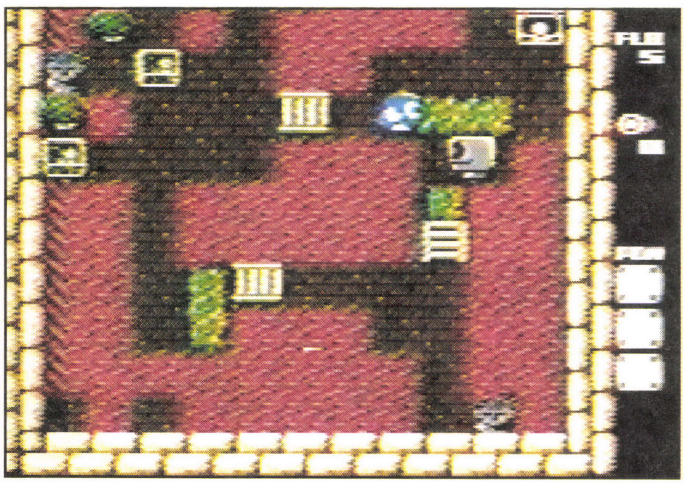


Rocky on the screen, be careful not to get trapped in a corner — they can catch you quicker than you can say "burnt toast."

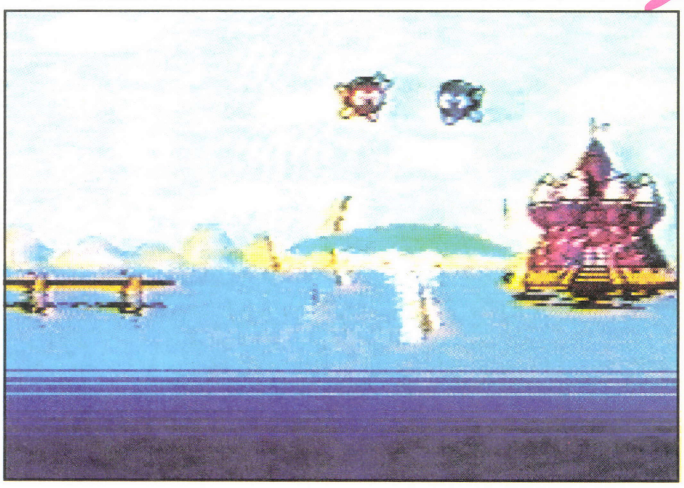
Medusa might be your most dangerous foe. She can attack in a straight line from all four directions and has a tendency to blend into the background. Look carefully for this enemy before you make a move.

Puzzle lovers and game players of all ages should enjoy this latest Lolo adventure. Colorful, charming characters, nonviolent game play, and a simple story make *Lolo III* a good choice for youngsters to play with their parents.

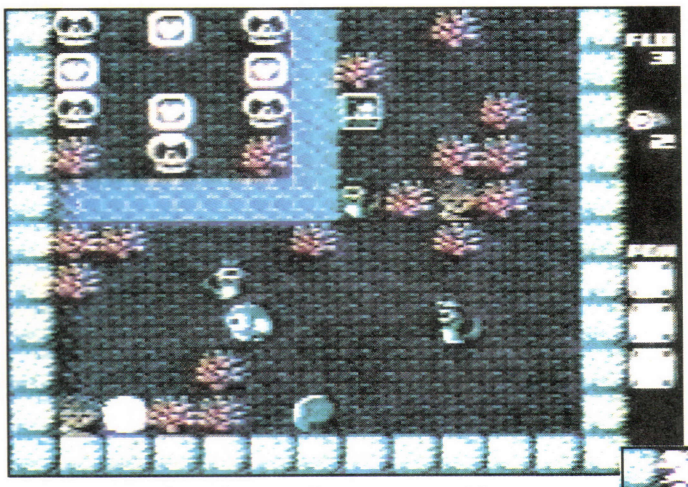
GP



On level 6-5, play a waiting game with Rocky until he moves into position to block Medusa's shot — then dash for the jewel box.

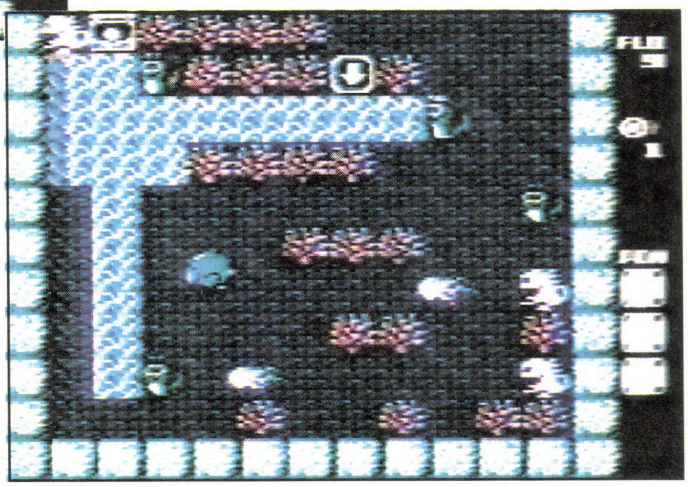


This is the first Lolo adventure with underwater levels. You end up in the drink on your way to the Lake Castle at the start of level 9.



You must explore four undersea pyramids as you begin your underwater journey. The Mobies you meet in level 11-2 are new to this game, but you'll find them as friendly as the above-ground Snakeys.

Playing underwater won't take any sting out of Gol's fireballs, but keep in mind that he only shoots in the direction he's facing. If you're far enough away, you can move faster than his fire.



HINT

When you block enemies, make sure you don't move an emerald framer in front of the exit door — it's easier to do than it sounds. When you grab the gem from the jewel box, all the characters disappear from the screen, but the emerald framers remain. If you find it's necessary to put something in front of the door, move a character instead of a framer.

HAL America

7873 S.W. Cirrus Drive;
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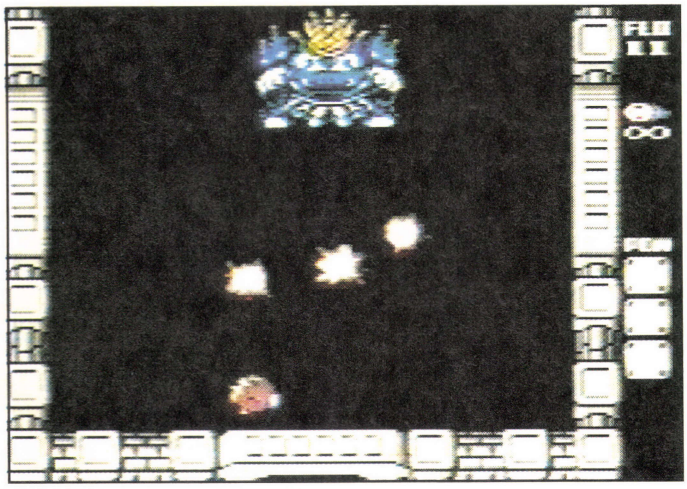
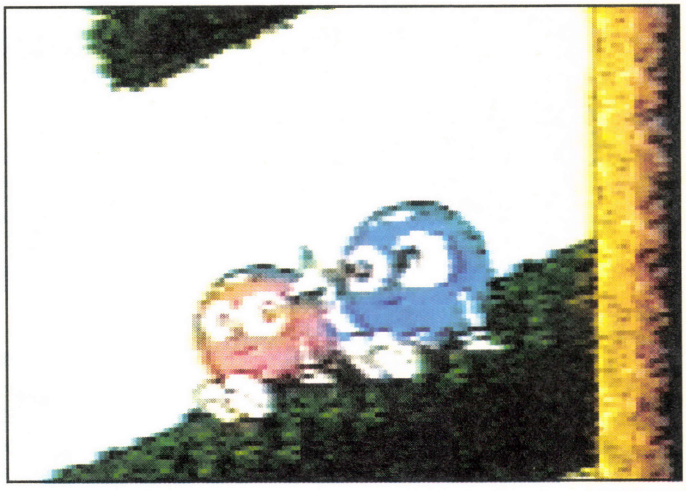


Your battle with King Eggerland is fierce and fiery. As fireballs rain down on you, destroy the ones headed your way. When the king gets close, fire at him repeatedly.



Lolo and Lala return to the village to find that the spell over the citizens of Eggerland is broken. Looks like the tubby twosome are heroes once again.

DEJA VU

Jeff Lundrigan

You don't have deja vu at the beginning of *Deja Vu*. In fact, you don't even know your name! All you do know is that you've awakened in a restroom stall, with a splitting headache and a needle mark on your arm.

But you get the feeling that whoever drugged you probably has something even more unpleasant in mind. You must stumble to your feet and try to piece together what's going on — before it's too late.

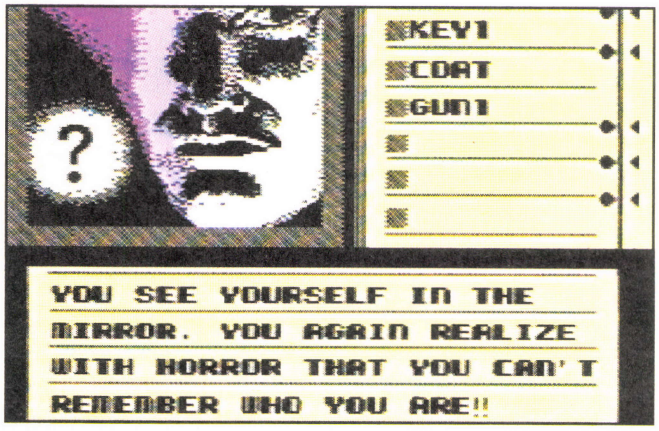
HINT

You can hold off the armed mugger with your fists — for a while. But after he's been given two black eyes and a split lip, he gets *really* mad. Slip him 20 bucks before he shoots you in cold blood.

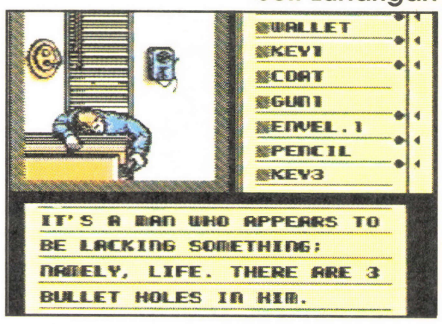
The instruction manual provides you with a short walk-through that helps you leave the stall and step into the bathroom. Before long, you realize you're in Joe's Bar. The bathroom is the least interesting spot in the place, so explore the rest of the joint. There are lots of routes through the building — in addition to the stairs, don't neglect the fire escape or elevator, and watch for a "secret" door in the basement. Out on the street in front of the bar is a big, black Mercedes — be sure to search it, too.

As explained in the manual, you must Open any object before its contents can be Examined. This includes desks, wastebaskets, wallets, file folders, and books. You can carry an unlimited number of items, so go ahead and Take everything. In the course of the game, you find a number of different keys, letters, and notes, so it might help to write down what each of them are as you pick them up — otherwise, you're likely to get confused when you must scroll through several pages' worth of goods. By the time you leave the bar, you should have a couple of names to check out: Joey Siegel and Dr. Brody.

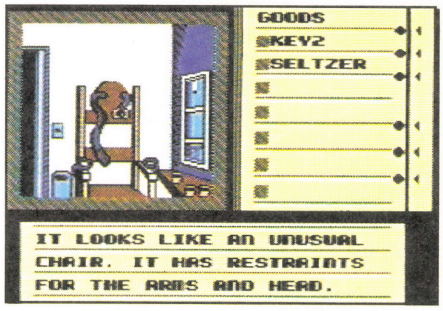
Leave Peoria Street and hop in a cab. Although you can't get into Dr. Brody's office yet, you can get into Joey Siegel's apartment. At Joey's place



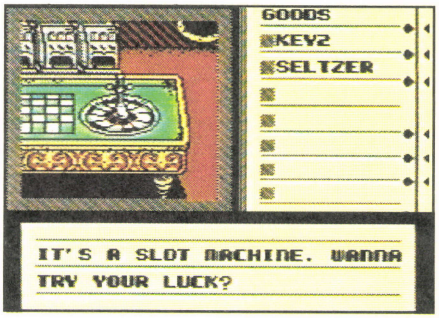
Dazed, drugged, and desperate, you take a look at yourself by Examining the bathroom mirror. It doesn't help — you still don't remember who you are.



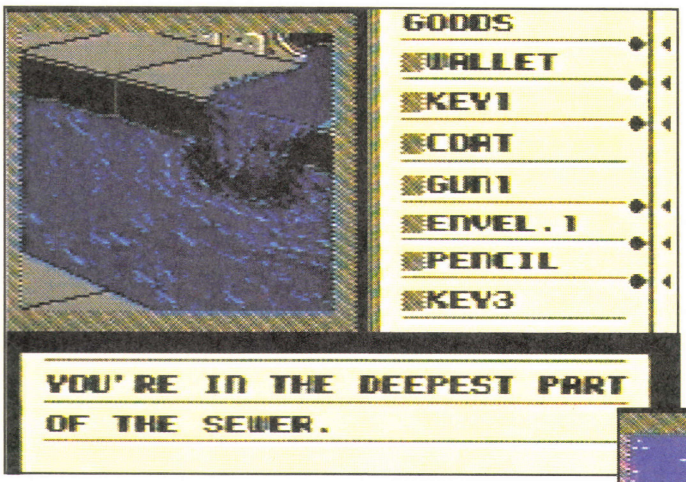
And you thought *you* were having a bad day! Well, you might as well search the pockets of this unfortunate corpse, and his desk, too. You can also explore the fire escape by opening the window.



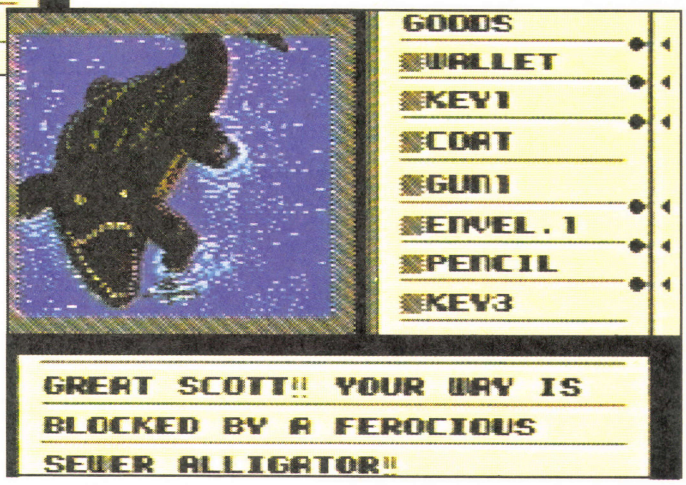
The people who hang around in this building don't have much luck, do they? The medicine bottles are empty, but searching the wastebasket turns up something useful.



The slot machine is in working order, so play until you hit the jackpot. Now you're able to afford all those taxi rides. If you start to run out of money, go for another jackpot.



The deepest part of the sewers is a great place to dump things you never, *ever* want to be found again — like a certain gun with your fingerprints on it.

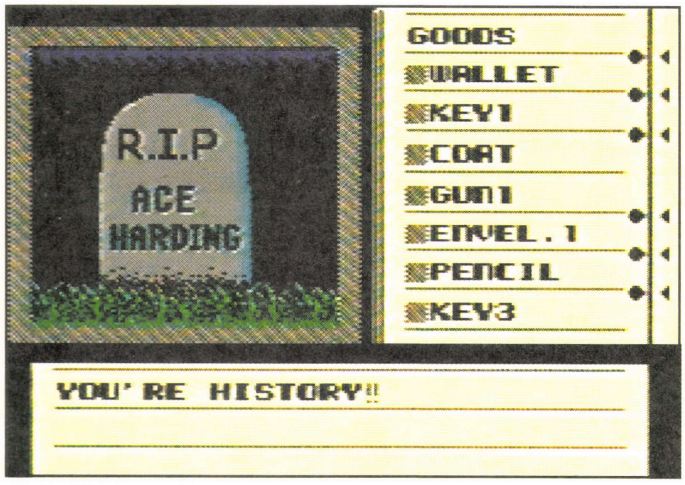


Uh-oh — a sewer-gator, and it's a big one! Unless you want to be the main course of its lunch, use your .38 to blast it between the eyes.

you find the first in a series of clues, each of which leads you to another clue. Hope that you're well rested — you ride that cab all over town, ending up back at Joe's Bar with the combination to the office safe and a key to the trunk of the Mercedes.

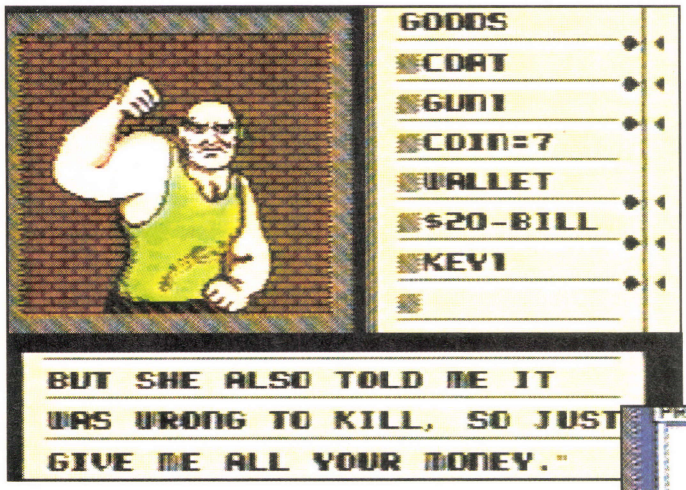
After looking through the safe and trunk, you're ready to take a cab to Dr. Brody's. He's got a half-dozen different medicines, but only two are of any use to you. One of these restores your memory.

Back at Peoria Street, you can administer a little medical persua-



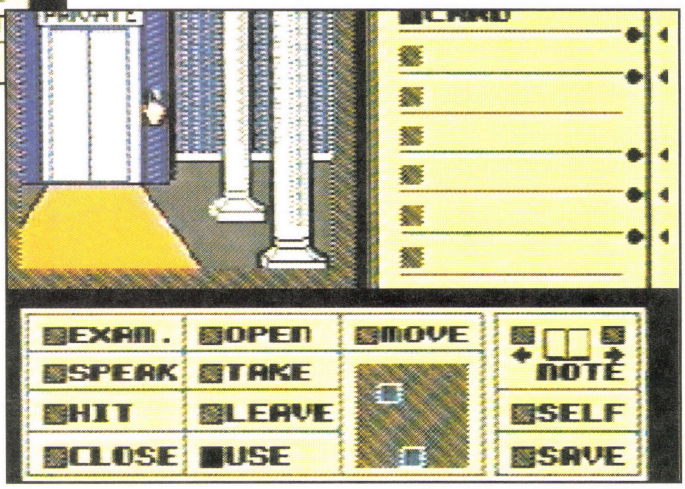
Here's a good reason to save your game often. You never know when you might end up joining the choir invisible.

Perhaps if you could remember who this woman was, you could talk your way out of trouble. But since you can't, clip her with a right cross, grab her purse, and beat it.



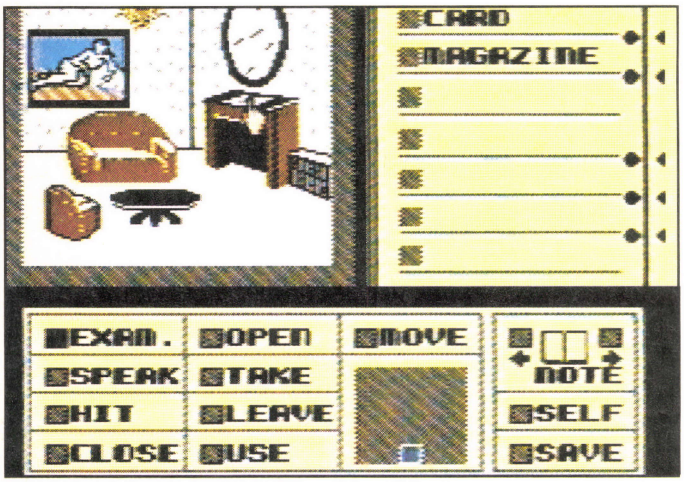
Although you can overcome most characters by hitting them, there's always an exception. Give this guy what he wants, or he'll pound you into hamburger.

The West End Arms is a very exclusive place to live. The card in Siegel's wallet lets you into the elevator.

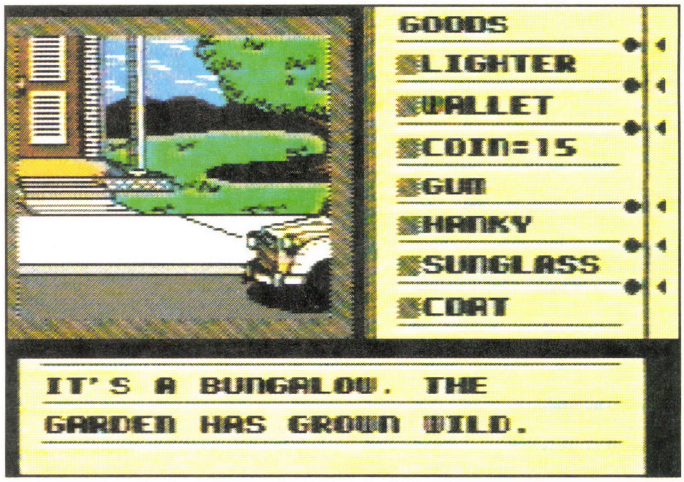


sion to get the reluctant Mrs. Sternwood to talk. Then it's back in the cab to head for the address she gives you. Sternwood Mansion isn't that big, and nothing on the ground floor is of any help. The remaining pieces of the puzzle are on the second floor. As the story falls into place, you're almost ready to go to the police with the whole sordid tale.

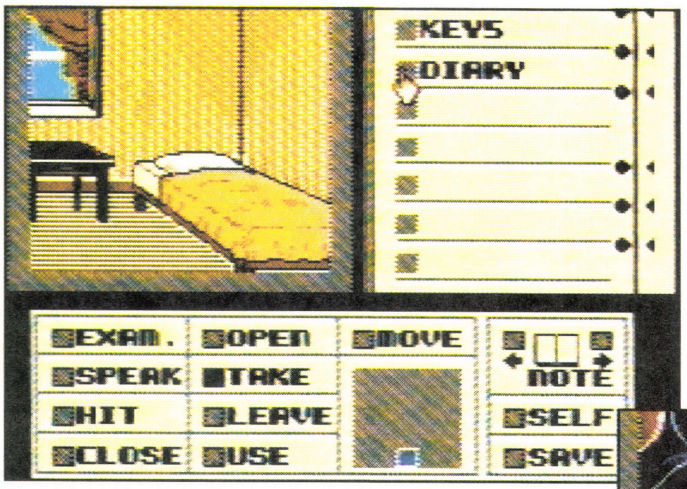
First, however, take a good look at the evidence you've compiled. Some of it makes you look guilty, and some of it might make it look as if *you're* the one doing the framing.



There's only one clue in Siegel's apartment: Look *very* closely at the photo on the mantlepiece. The clue here is all you have to go on, so head downstairs and into the cab.

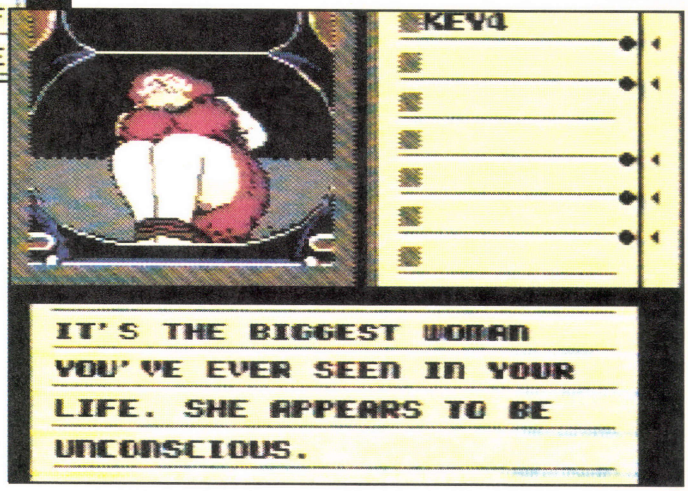


This low-rent bungalow is locked tight, but it's deserted, so nobody will notice if you shoot off the lock.



There are more clues inside the bungalow, including a diary that makes very interesting reading. Once you have the diary and the safe combinations, head back to Joe's Bar.

What's Mrs. Sternwood doing in the Mercedes' trunk? She's gagged and unconscious, so she can't talk — and it's a cinch you can't move her. Go to Sherman Street instead.

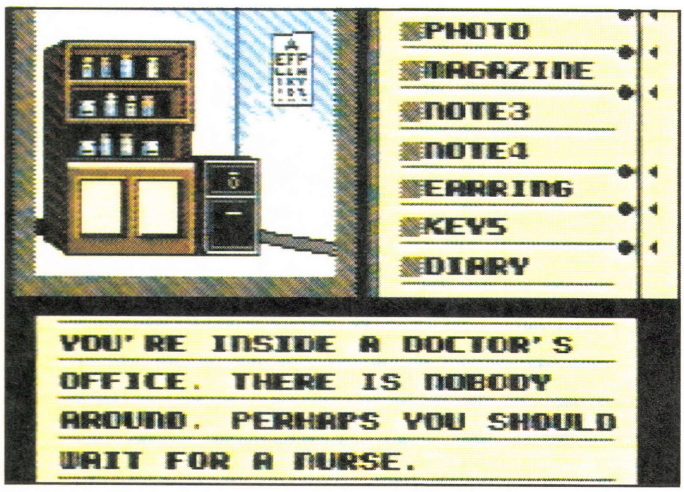


Take a few minutes to get rid of any false clues.

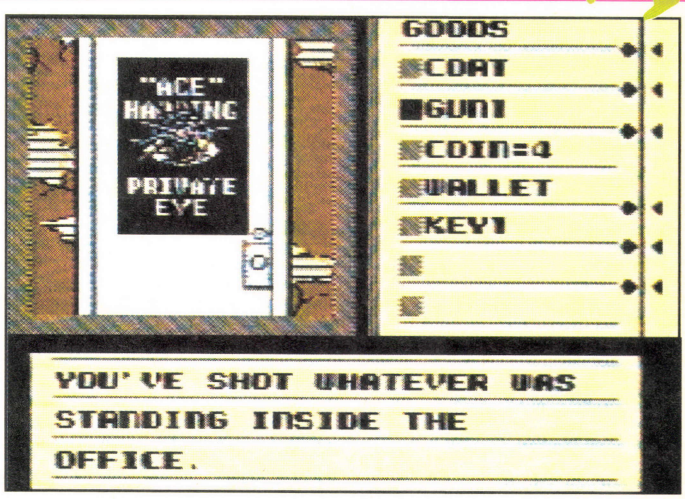
Now turn the evidence over to the cops and mark this one "Case Closed." If you're an ace detective, you've cleared your name within 24 hours. It's just another day in the life of Ace Harding, Private Eye.

Deja Vu retains much of the complexity of the original computer game. Like *Shadowgate*, it doesn't offer much in terms of graphics, but if you enjoy scavenger-hunt mysteries, *Deja Vu* is a game after your own heart.

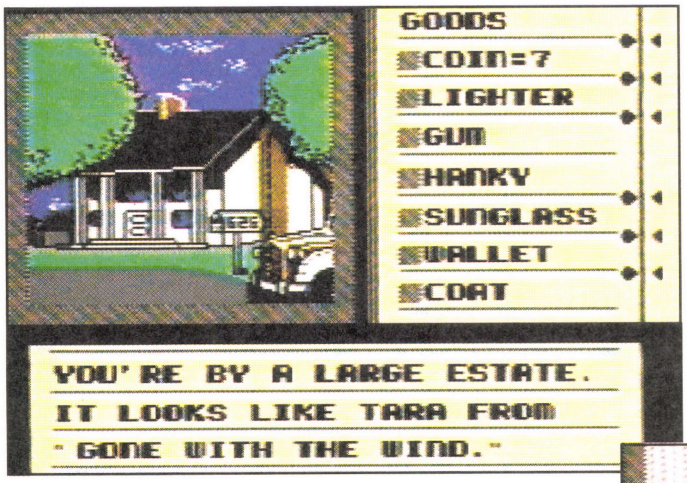
GP



Since Dr. Brody's medicines caused your amnesia, there should be a cure in his office. Shoot open his file cabinet to find a folder that tells you what might do the trick.

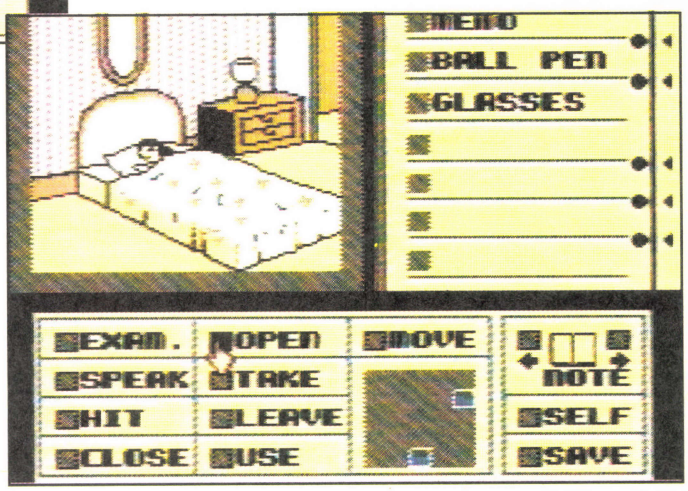


The same key that opened Dr. Brody's office opens yours, too — but you'd better take care of whoever is inside first. Your files are interesting, but one folder is a fake.



So this is where the Sternwoods live — a nice little shack, huh? Check the mailbox before venturing inside.

Upstairs are a pair of bedrooms and two partners in crime. The nightstand has a memo pad with some indentations. Use the pencil on it to reveal what was written.

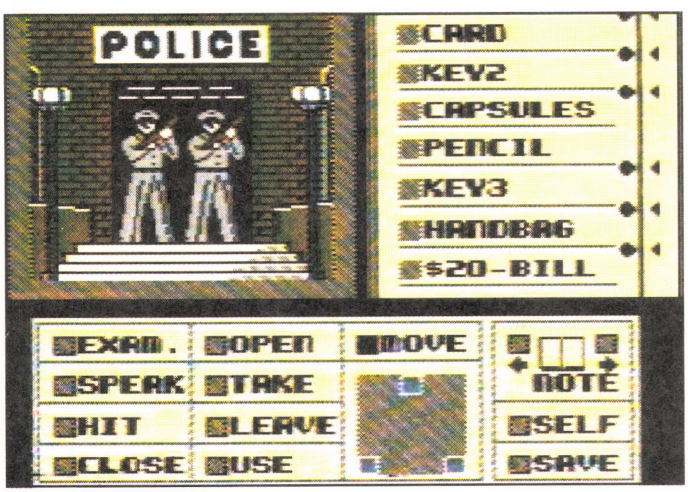


HINT

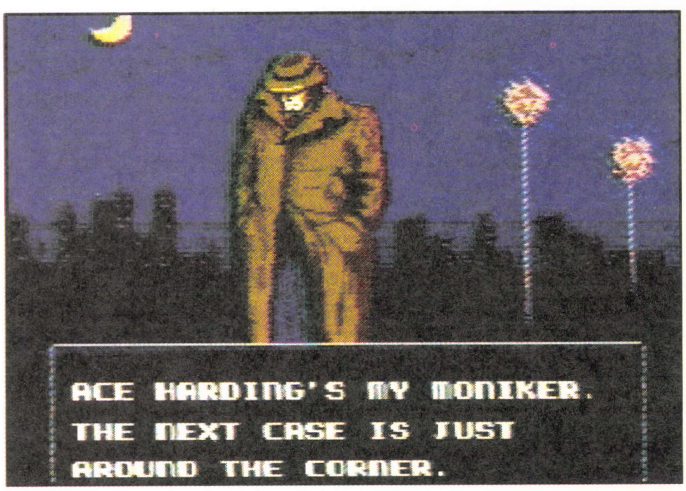
Sodium pentothal is good for one thing: It can make unconscious people talk in their sleep. If you Use the drug on a capsule, then Use the capsule on a sleeping person, he or she will sing like a bird. There are three doses in Dr. Brody's office — and you'll need all three.

Kemco-Seika

20,000 Mariner Avenue;
Suite 100; Torrance, CA 90503



With this last piece of evidence in hand — and all the false clues burned or dumped — it's time to call on Chicago's finest.



Sure, they thought they had the perfect plan and the perfect patsy, but they forgot one thing — even with no memory and no plan, Ace Harding never takes the fall.

FARIA

Gary Meredith

Life was once simple for a journeyman hero such as you. You'd go to a kingdom, check out the local *calamity du jour*, offer your services, then proceed to save the day. And you thought Faria would be more of the same — but you were wrong. What seemed to be a simple princess-kidnapping turns out to be much more.

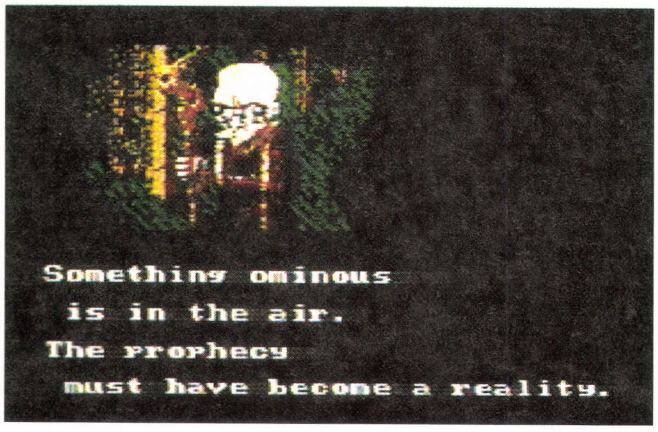
In *Faria*, you must not only rescue the fair princess from an evil wizard who is holding her within deadly Gelve Tower, but you must also perform numerous tasks for the citizens of the kingdom. For example, the town throws you a party when you rescue the princess. Unfortunately, they serve bad caviar, resulting in food poisoning. You must find the medicine to cure the victims' stomachaches.

And even *more* unfortunately, no sooner do the Farians' digestive tracks settle down than you find out that you haven't rescued the princess at all — you've rescued the evil magician in disguise. He wastes no time in stealing the kingdom's ancient scrolls and sending you on your next mission.

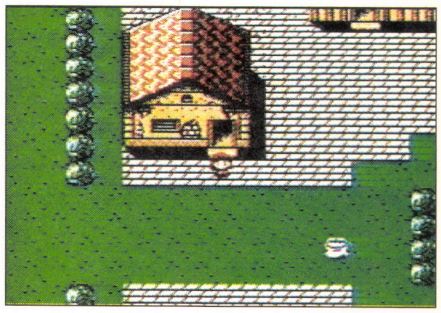
You recover the scrolls and finally defeat the wizard. But, as you might expect by now, he's not exactly defeated — just before his body breathes its last, he manages to possess a mighty dragon, which, of course, you must also fight. But before you can battle the dragon, you must take a detour to Skyworld, a dreamlike land of billowy clouds. You don't want to waste much time in Skyworld. Just grab the magic rope you need for the final stages and beat a hasty retreat.

HINT

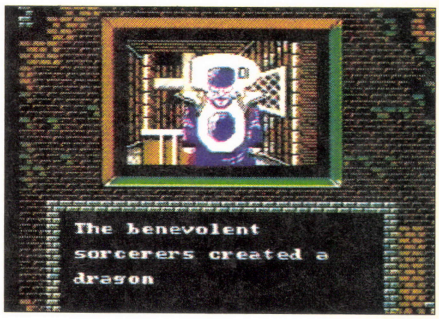
Make sure you visit the Goddess of the Lake. Look for her in southeast Faria, at the north end of a lake near the town of Somusa. If you drop a regular arrow in the water, the goddess gives you a golden arrow in return.



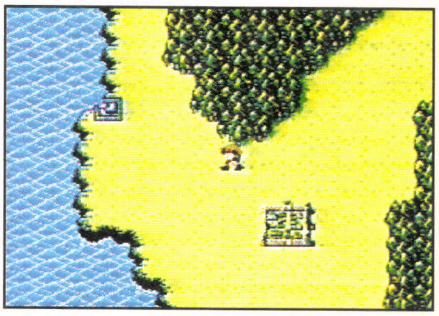
This prophecy is probably the understatement of the year. The wizard's influence over Faria results in steady employment for you.



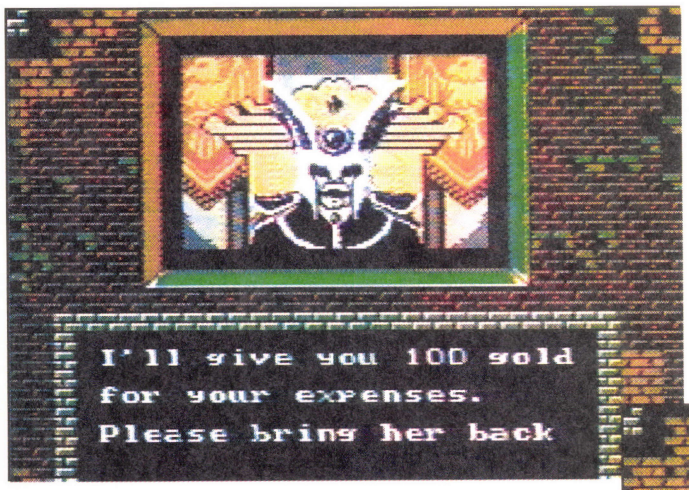
It's a good idea to locate all of Faria's inns, since you save your games by stopping in one of them.



The benevolent sorcerers created the dragon to fight for Faria, never imagining that the giant beast could be turned against them.



Traveling to the various Farian towns is simple — but you'd better be armed before you venture outside Ehdo's city limits.

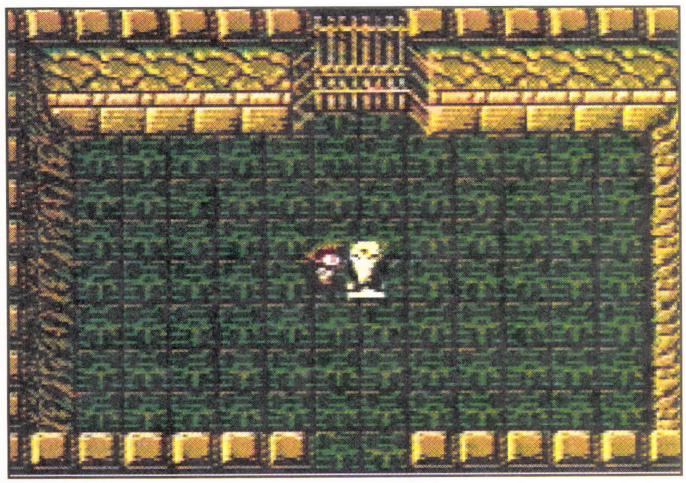


One hundred pieces of gold may *seem* like a reasonable payment for the task at hand, but you soon discover that questing is an expensive proposition.

In the weapons shop, purchase the best weapon you can afford. Until you can buy some armor, you must rely on your quickness and skill for defense.

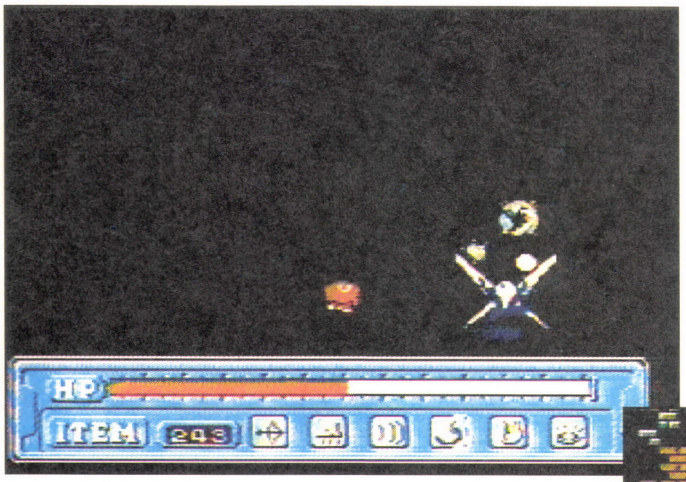
Throughout *Faria*, expect these side trips. If you're not facing man-eating elephants, you're meeting the waterlogged Goddess of the Lake. There are some surprising adventures — and there is some surprising news as well. Before long, you find out that you're a *heroine*, not a hero.

For all this trial and tribulation, the Farian king is paying you only 100 pieces of gold! (Doesn't he know the cost of weaponry, magic, and food these days?) Fortunately, you can go out into the countryside and line your pockets with gold from en-



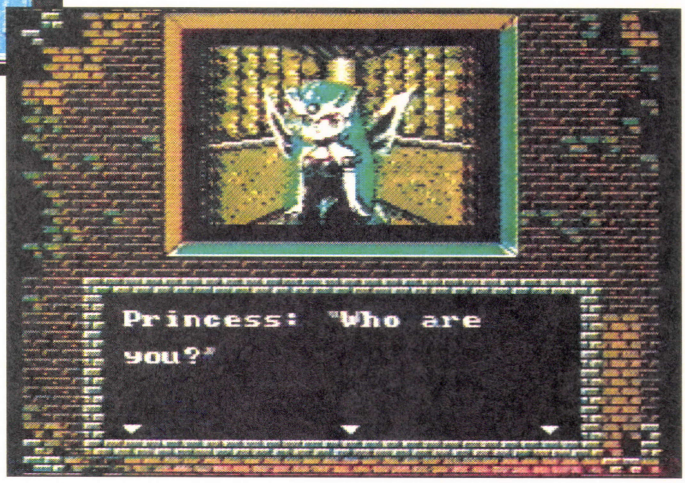
The princess awaits rescue inside the forbidding Gelve Tower. While you're looking for a way inside, try leaning against that statue.

The further you progress into the tower, the more numerous the wizard's creatures become. Fortunately, you can avoid most of them if you don't want to fight.



Bombs are some of your most effective weapons, but they're tricky to use. Make sure you allow for both the movement of your enemy *and* the trajectory of the bomb.

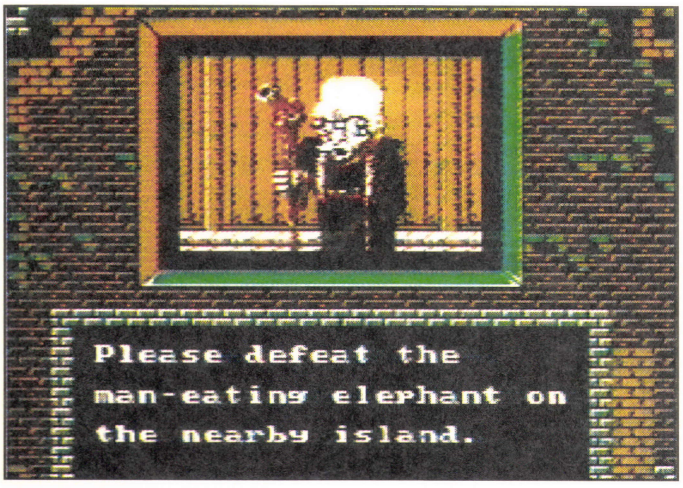
The princess is rescued from Gelve Tower, but when you return her to the king in anticipation of marrying her, a shocking discovery is made.



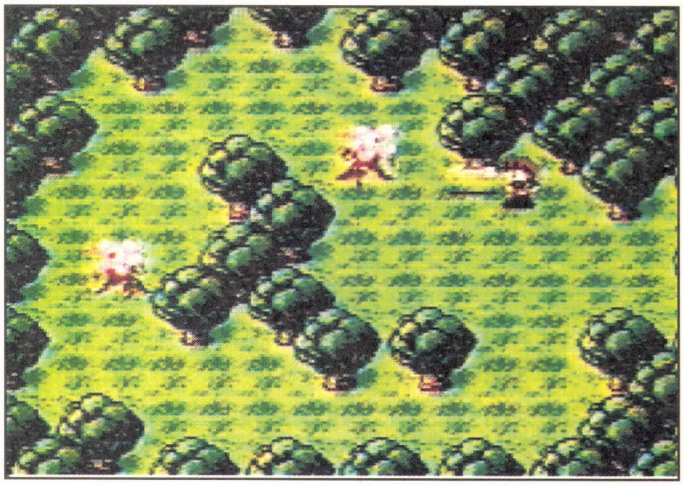
emies you vanquish in honest battle. Don't hesitate to do this because you need as much money as you can get.

Although you can find a few valuable items, most of your necessities must be purchased. Bombs, for instance, are almost required weapons in some later stages — especially when you're battling a boss. And as your enemies grow more powerful and sophisticated you should consider investing in a good suit of armor.

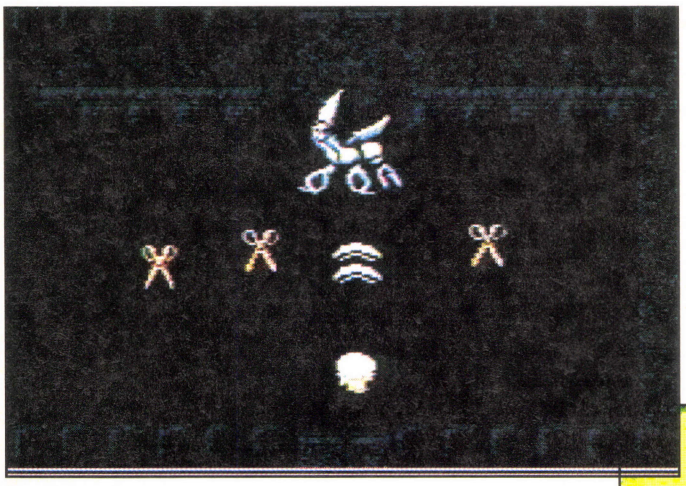
Although you have a map of the kingdom, you need to draw maps for the various towers you enter. The towers may not *look* imposing, but each has several levels, and it's



When the Farians hear that a hero is in their midst, they begin to flood you with requests for help. To get to the island of elephants, you must first acquire a letter.

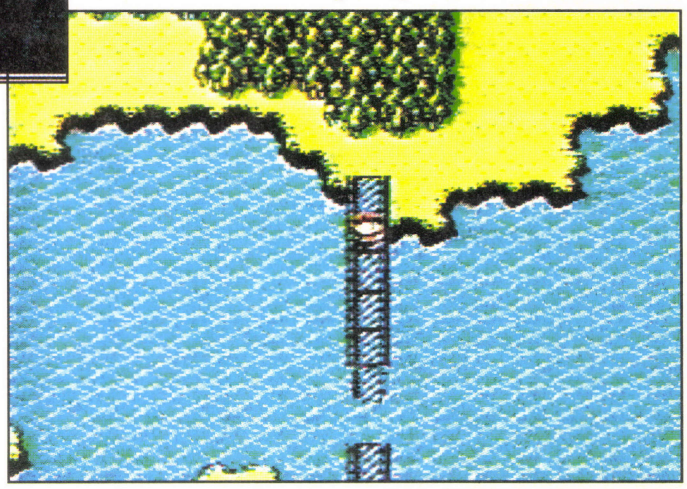


Taking on the man-eating elephants is tough because you don't have much room to maneuver. Stay away from the beasts and use your bow and arrow.



No, this isn't an audition for a local production of *Edward Scissorhands*. Again, your bombs are your most effective weapons.

The food-poisoning remedy can be found in Riria. Although the bridge is out, the magical seed you find after defeating the scissors-monster can quickly fix it.



quite easy to get lost in the corridors. Note where you find certain items, so that if you were carrying too much when you first found them, you can return for them later.

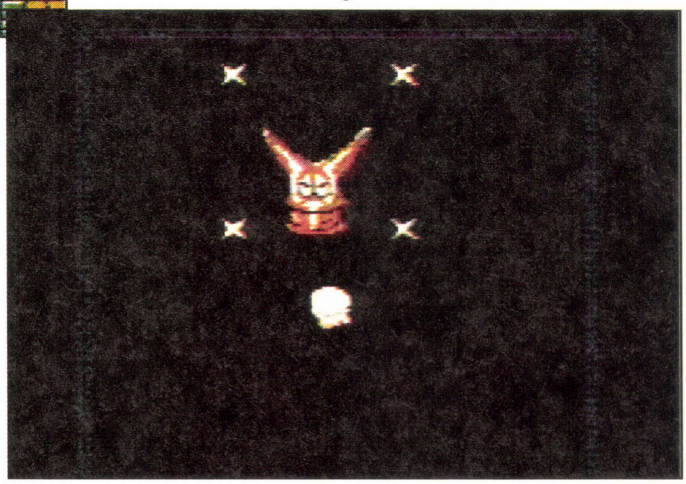
If *Faria* looks a bit dated, it is. The original Japanese version was marketed around the time *The Legend of Zelda* went on sale in North America. But *Faria* is an involving game and has stood the test of time quite nicely. Even if the graphics aren't up to today's standards, the game is very playable, and the storyline keeps you guessing.

Even with a letter of passage, you still must cough up 20 gold pieces for each boat ride. The captain is much more accommodating when he sees the glint of your money.

OK, so you've finished another quest. And what happens? You come back to find that the king has become a hardened man.

The golden arrow is an important acquisition, so it's vital that you find the mystical Goddess of the Lake.

Don't be too smug after you've killed the wizard. Before his body breathes its last, his spirit hightails it to a more impressive and intimidating home—the legendary dragon.



HINT

When you land in Skyworld, travel northeast until you find two holes. Jump into the hole on the right and you'll find the magic rope. If you jump in any other hole, you warp back to the beginning of Skyworld.

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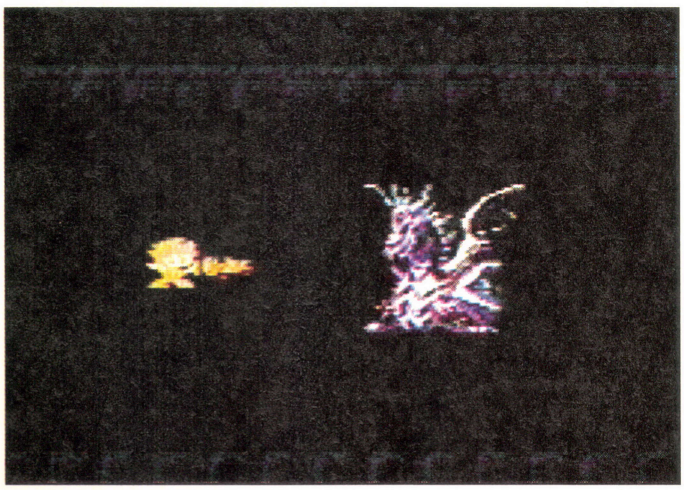
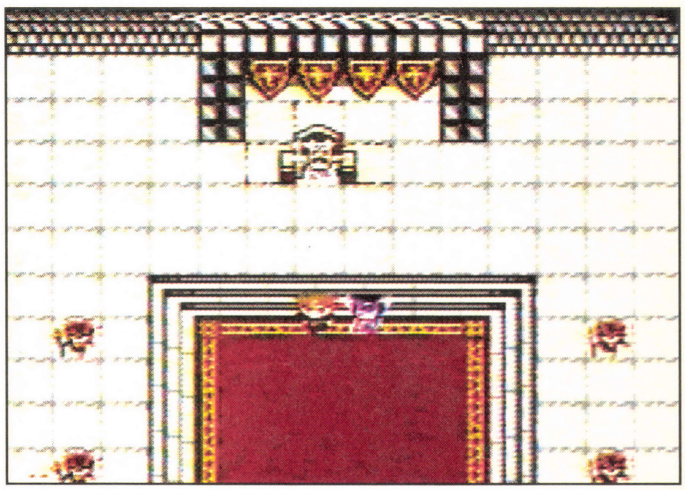


You're back on the right gender track after defeating the wizard, but you must still face the dragon. If you don't have the legendary sword by now, this could be a short battle.



Finally, an end to the constant questing. You might want to hit the trail before the king cracks open another tin of caviar.

ISOLATED WARRIOR

Lisa M. Bouchey

Pan, a planet in a distant galaxy, has been attacked by an unknown, unfriendly, alien force. The invaders have powers that enable them to destroy the planet — consuming all machines, buildings, and living things. Although the people of Pan evacuate the planet to escape destruction, one soldier, the captain of the army, stays behind to fight the alien invaders.

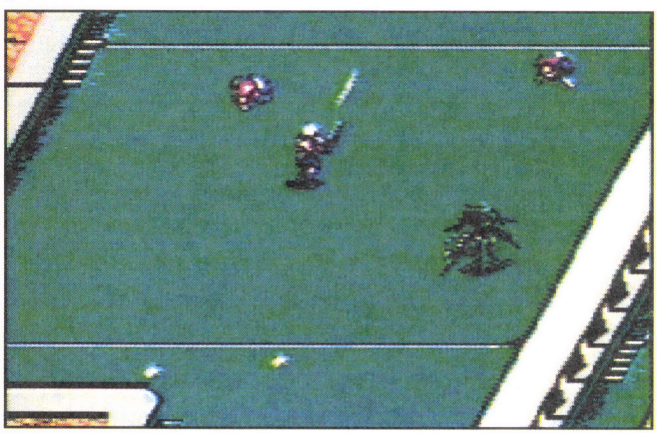
Max Maverick is the Isolated Warrior who takes on the enemy alone, armed with only a gun and any ammunition he can pick up during his journey. In this latest game from NTVIC, you control Max as he fights through seven levels of damage zones and alien enemies in his quest to save the planet.

In the first six stages of the game, you travel by three modes of transportation: on foot, in a hovercraft, and on a motorcycle. While this variety may seem useful, you're not free to choose the transportation — it depends on the stage. The seventh stage is billed as a special level for highly skilled players. But unless you're a game-playing whiz, don't count on reaching the seventh stage. You must fight through the first six levels without using the continue option to be eligible for this bonus level. And that's tougher than it sounds.

You can choose from two firing modes, but that doesn't add up to a lot when alien battle formations come from all four sides of the screen. In the spread-fire mode, you can shoot in increasingly wider directions as you pick up special items in various stages. At its maximum strength, spread-fire allows you to shoot in five directions. The focus mode of firing should be used to shoot aliens that attack from the rear, and at the larger enemies you

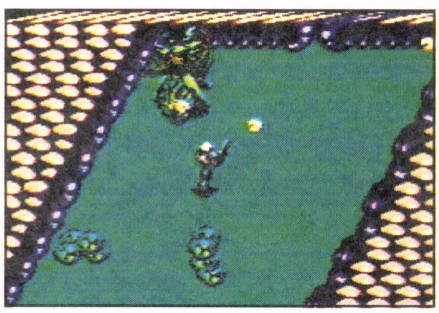
HINT

At the end of scene 3, jump constantly from left to right when you're fighting the boss. Aim for his head, then jump and shoot until it splits in two. When the head moves toward you, shoot the oval-shaped object on top of it, and the boss is defeated.

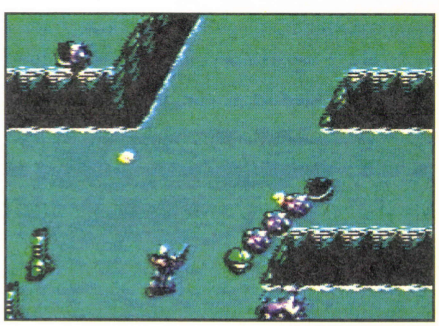


The alien invaders attack slowly at first. Take advantage of the lull in the action to study their battle formations and plan your strategies.

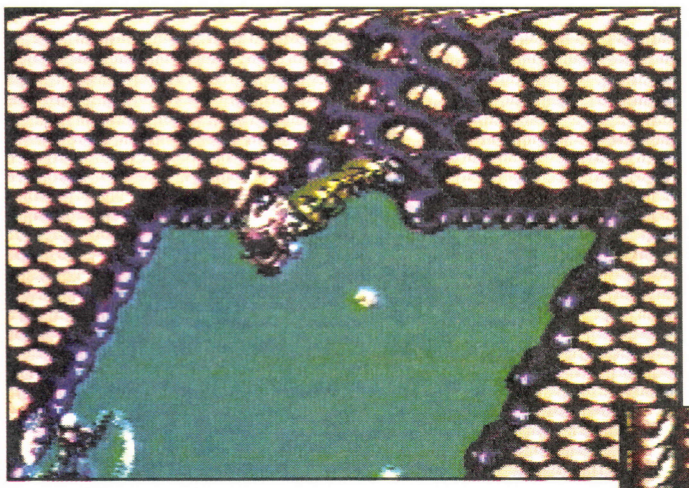
If you pick up a barrier item, a shield forms around you that protects you from five alien attacks. During the fourth attack, the barrier blinks to warn you that the protection is weakening.



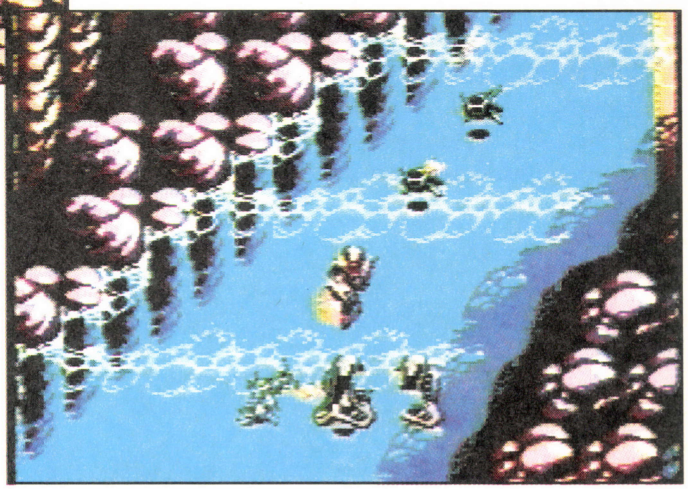
When you go to battle against this enemy in level 1, watch out for missiles. Unlike most enemy shots that whiz by and disappear, these attack over and over.



There are several damage zones to avoid in your travels. If you enter these areas, get caught between buildings, or fall off a cliff, you lose life points.



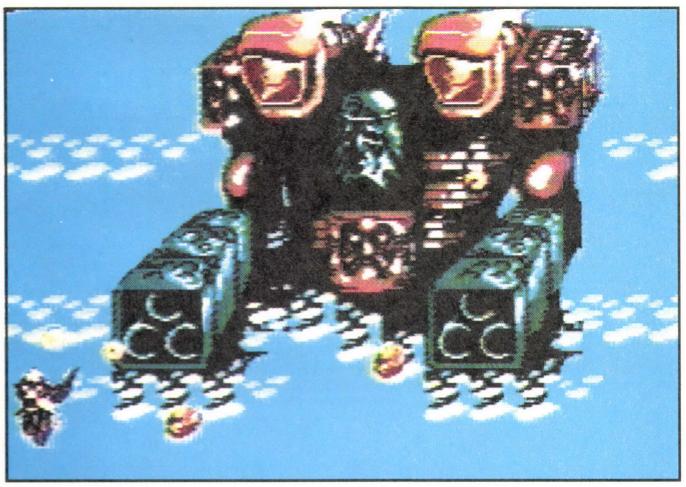
When fighting the boss of scene 1, stay near the bottom of the screen, jump from side to side, and fire continuously. This alien is flexible and can stretch farther than you would expect.



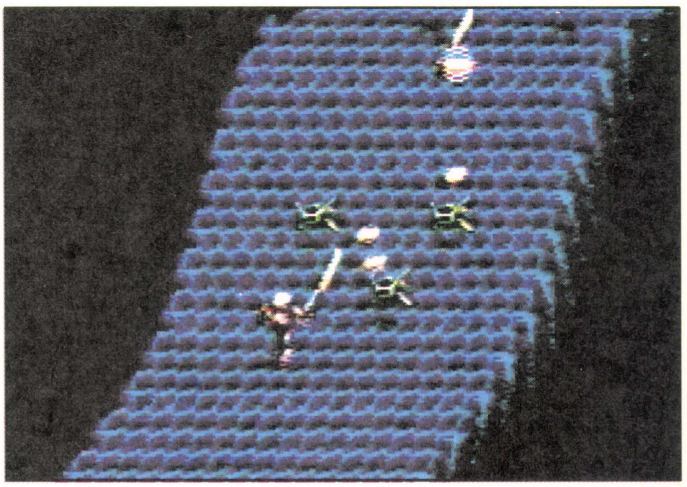
The hovercraft is the transportation of choice in level 2. Most of your time in this stage is spent in dogfights with the alien invaders.

face toward the end of each stage. At its maximum, the focus fire shoots three beams forward and two beams back.

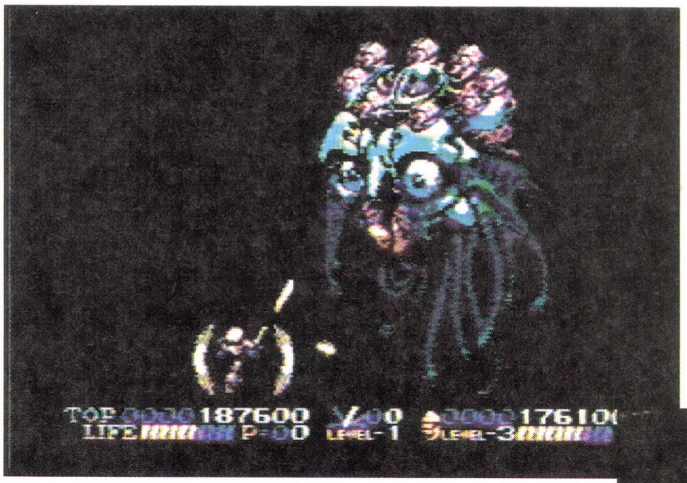
There are items that increase your firepower scattered throughout the levels of the game. Picking up three "W" icons in each stage, for example, increases your spreading beam by one block, just as picking up three "L" icons boosts your focusing power by one. Bomb icons build up



In this scene, shoot at the faces in the blocks to get to the real enemy. When a face is eliminated, a serpentlike creature springs out like a jack-in-the-box.

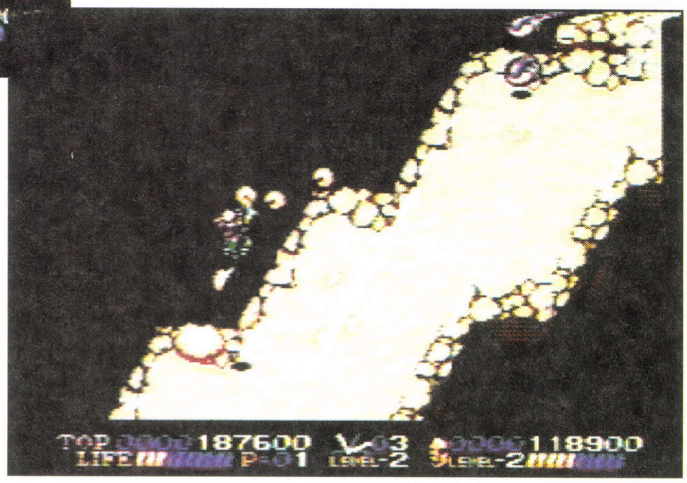


One of the best graphic scenes is the swaying bridge sequence in level 3. It could be an illusion — or you could plunge to your death if you take a step at the wrong time.

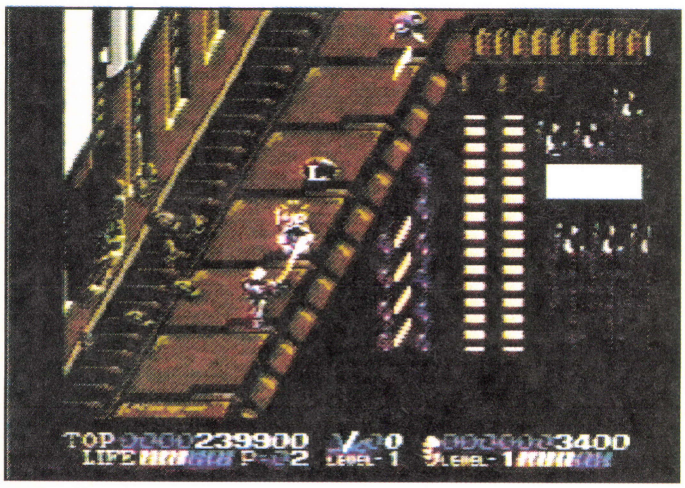


The only way to defeat the boss in level 3 is to shoot at the glowing orb in the middle of his expanding brain.

When you're riding the motorcycle in level 4, you can do a wheelie to jump over obstacles. While you're performing a wheelie, you can't be damaged by crashing into the enemy, but you can be hit by enemy fire.

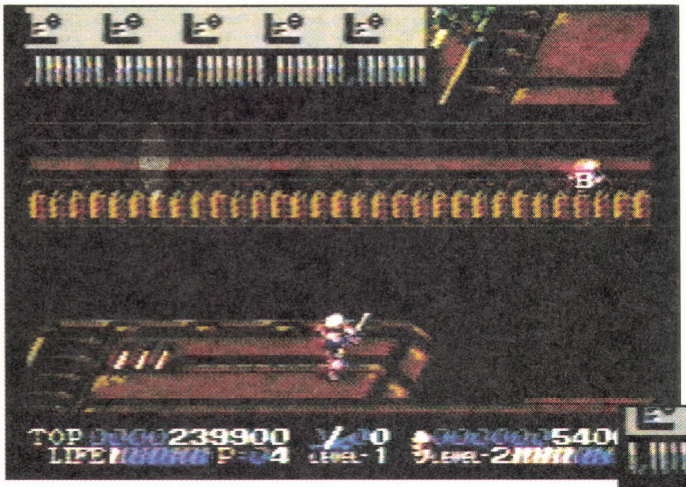


the destructive power of your arsenal, and bullets increase the number of bombs you have stockpiled. And picking up a barrier icon produces a protective shield around you. The barrier shelters you from five alien attacks, then vanishes. Not a game for beginners, *Isolated Warriors* provides enough challenge to keep you on your guard for all six (or seven) levels. The early stages are relatively easy since they prepare



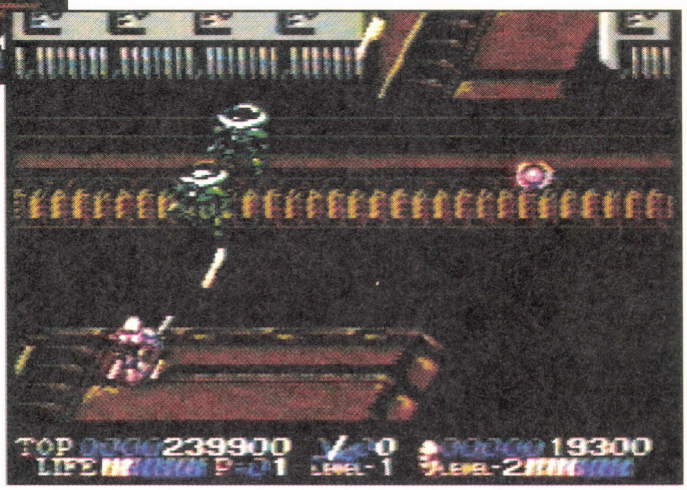
You can fire only one beam forward until you pick up "L" power-ups, but at its maximum, the focus beam shoots three rays forward and two back.

Picking up three "W" icons in any one stage boosts your spread beam by one. At its lowest level, it can fire in one direction, but you can expand it to fire in five.



Each bomb, represented by the "B" icon, has different powers and degrees of destruction.

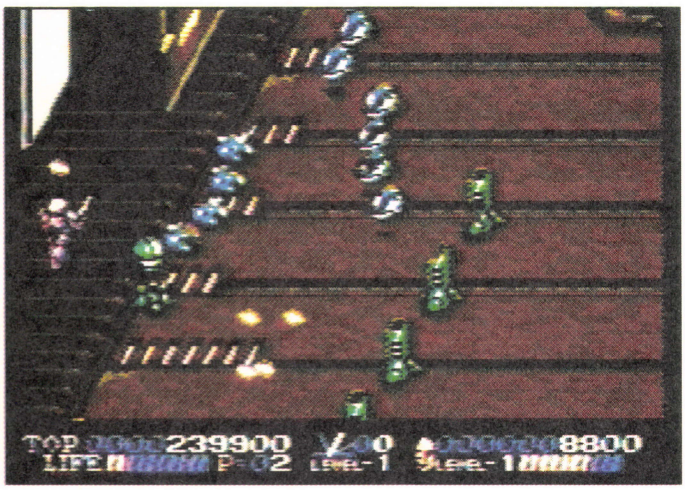
Other items earn bonus points for your total, add to your arsenal, or help you recover from injury.



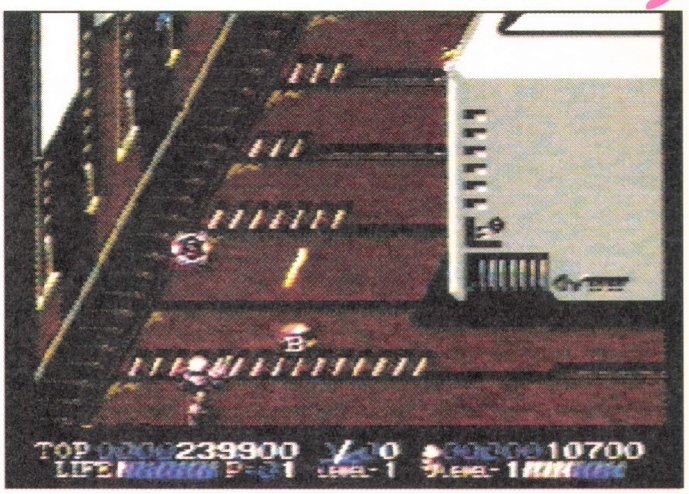
you for more advanced alien attacks and difficult terrain. The later levels will have even experienced players scrambling to keep up.

Compared with other arcade games of the alien-invasion variety (such as *Solar Jetman*), the graphics in this NTVIC game are bland, and the action isn't quite fast and furious enough to take up the slack.

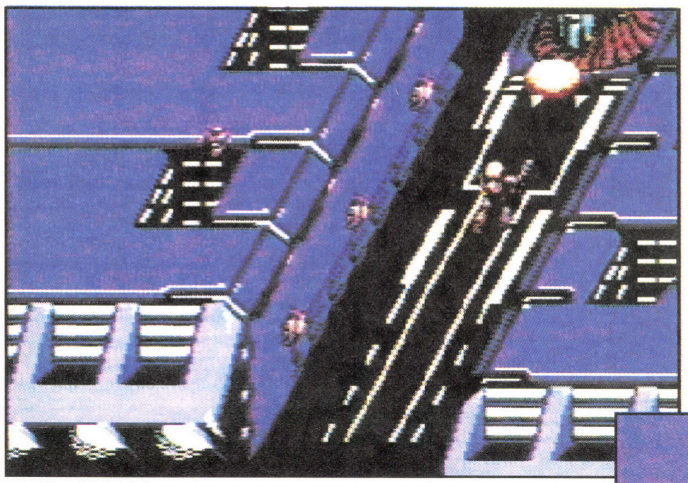
GP



When these aliens in level 5 attack in a whip formation, stay to the left and you'll escape the brunt of their attack.

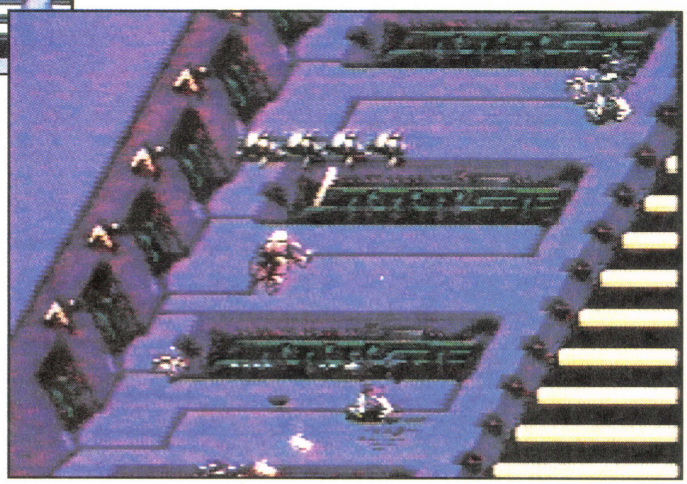


Pick up the "S" icon to increase your speed. Some of the enemies in higher levels are pretty quick on their toes, so speed can only help your cause.



The aliens guarding the boss's stronghold at the end of level 5 are tougher to beat than the boss. Get by their defenses and the boss crumbles under your attack.

Some enemies attack in a straight-line formation, blocking your path. Others lunge at you from the sides of the screen, while still others try to sneak up from behind.



HINT

When the time comes to fight the boss of scene 4, stay to the left to make your jumps. You'll find that jumping is easier on the left, and there's a shield over there that's helpful when fighting the boss.

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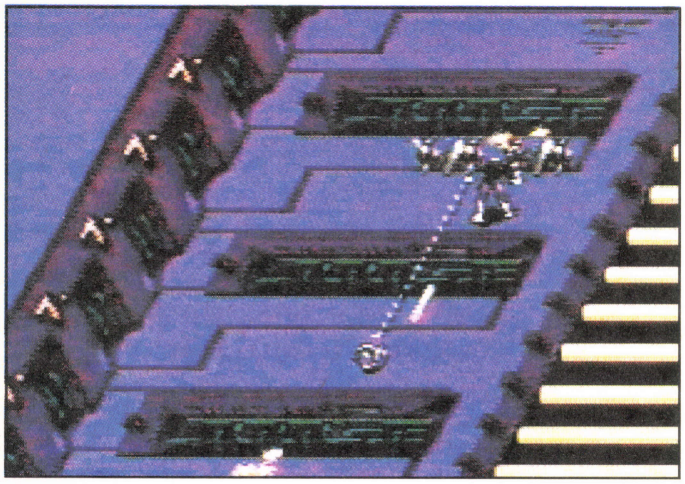
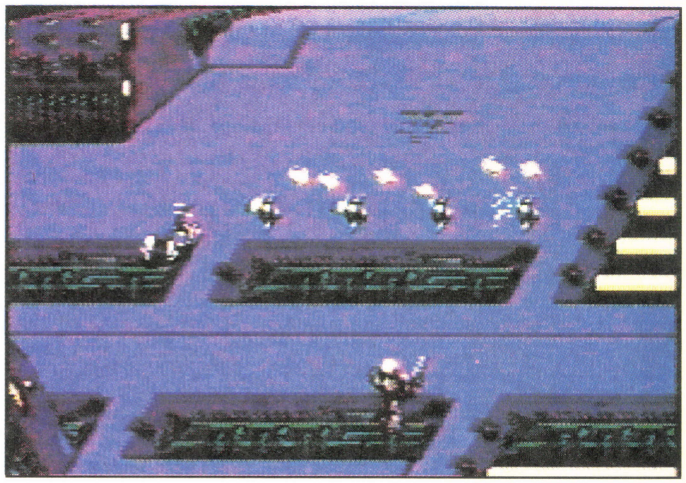


The alien with the spring arm really packs a punch.



The enemies in level 6 are tough, but if you've made it this far, your special-forces training might have prepared you for the bonus challenge of level 7.

POWER BLADE

William R. Trotter

This well-designed arcade adventure is set in the late 22nd century, during an era of peace, justice, and order brought about by the Master Computer, which now runs the entire planet. Thanks to the computer's knowledge and impartiality, mankind is finally enjoying a Utopian existence.

But in the year 2191, alien terrorists seize control of the Master Computer and bring the progress of civilization to a screeching halt. The only hope for restoring order and bringing the Master Computer back online lies with NOVA, the Master Computer's chief security officer.

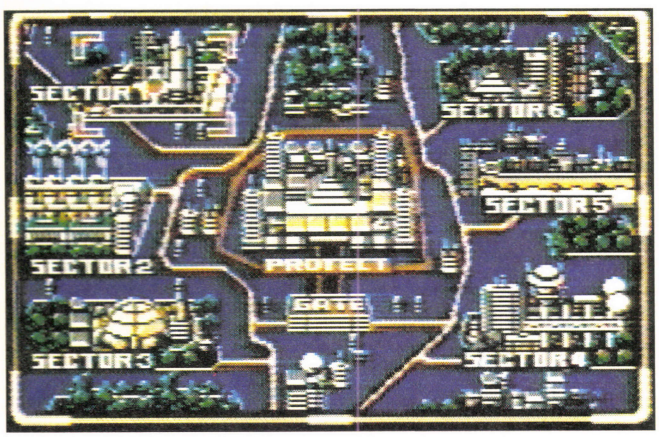
As NOVA, your mission is to reach the "brains" of the computer and restore control. To do this, you must reach six data bases located in six different sectors of the computer's complex. Once inside each sector, you must locate the agent for that sector and obtain an I.D. card which allows you to enter the security rooms outside each data base. Once inside, you must fight a powerful guard in order to take possession of a tape unit.

Once you've collected all six tape units, you must enter the control center for the Master Computer, battle the most powerful guards of all, and finally regain control of the computer. You can't enter the master control center unless you've gathered all six tape units, but you may start out in any one of the sectors and work through them in any order you wish.

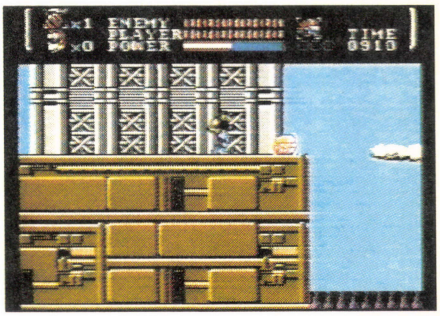
Your main weapon is the Power Blade, a boomeranglike device that

HINT

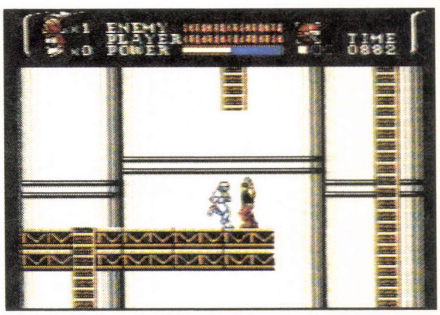
The walkers in sector 2 are fairly formidable enemies — but only if you give them the chance to prove it. Fire at them the instant they come on screen (*before* they have a chance to shoot at you), and you'll either destroy them or immobilize them. If the latter, a second hit should finish them off. Remember, this works *only* if you hit them as soon as they appear.



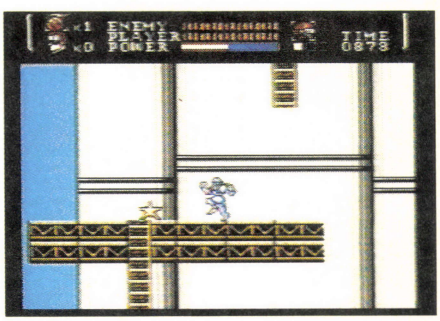
You can clear the sectors in any order you wish, but you really don't gain any advantage by not going through the sectors in numerical order.



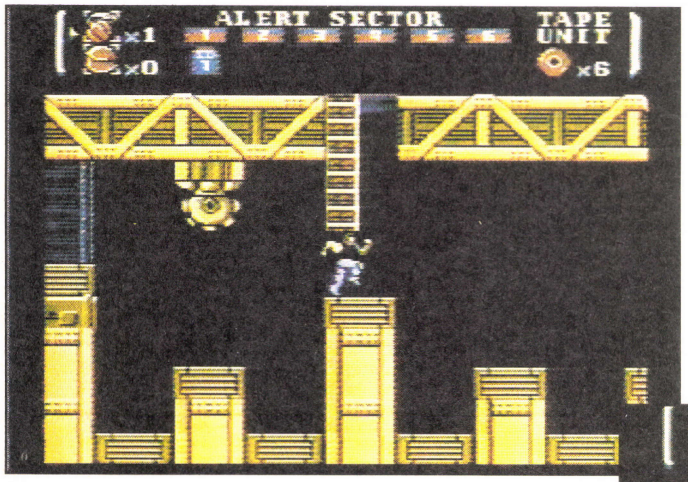
Seek out the power suit in every sector as soon as you can. There's one (occasionally two) in each sector, and they're randomly placed.



It's easy to spot your contact in each sector — he or she waves desperately to get your attention.

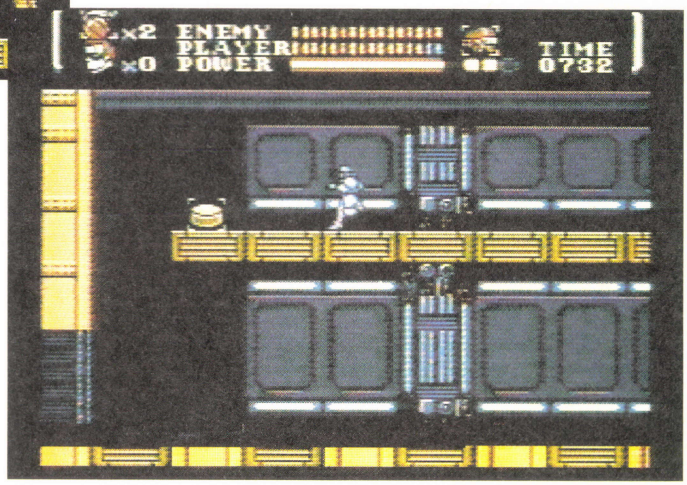


Be sure to pick up star bonuses whenever they appear — they considerably increase your throwing power.



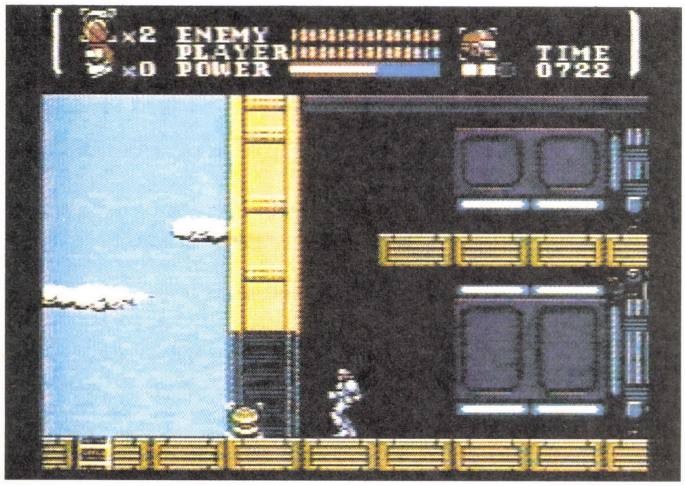
This overhead laser turret is invulnerable, so don't waste time trying to destroy it. Instead, run for the ladder on the other side.

Your energy tanks look like this. There's usually only one — and never more than two — hidden in each sector.

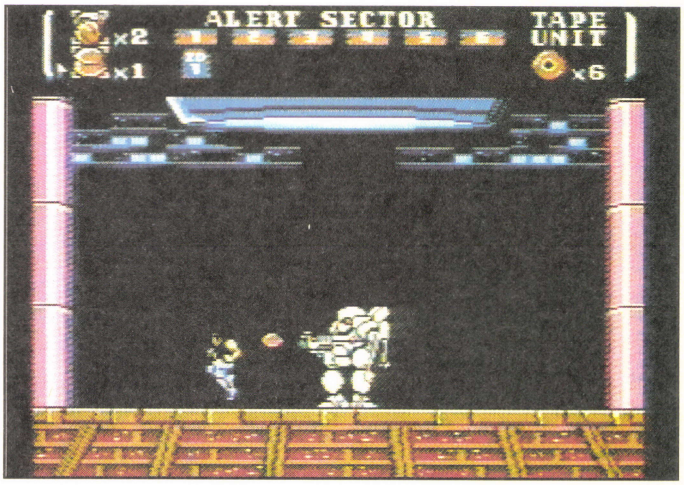


responds only to your control. The power of your throw depends on the amount of strength showing on your power meter, but you can obtain Boomer 2 and Boomer 3 — boomerangs of greatly increased power — as well as power-up bonuses that give you control of two, even three, boomerangs at once. You can wield the Power Blade only when you're wearing a metal suit for protection.

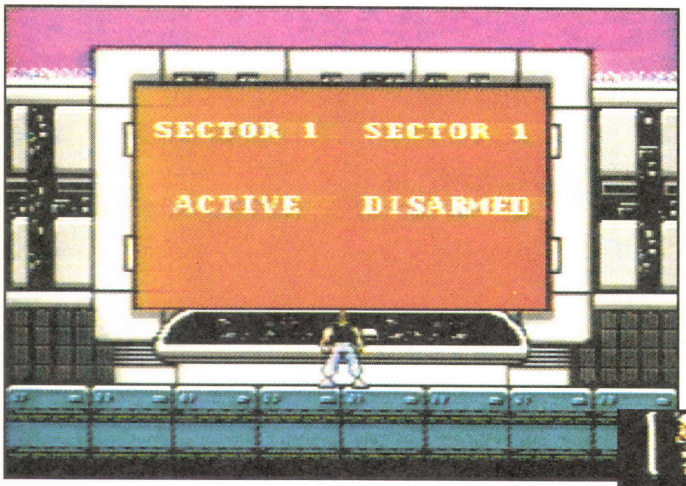
Power-ups are scattered liberally throughout each sector, but you must collect them quickly or they



Don't confuse this hamburger with the power suit — the colors are different even if the graphics are similar. Grab the burgers for extra energy.

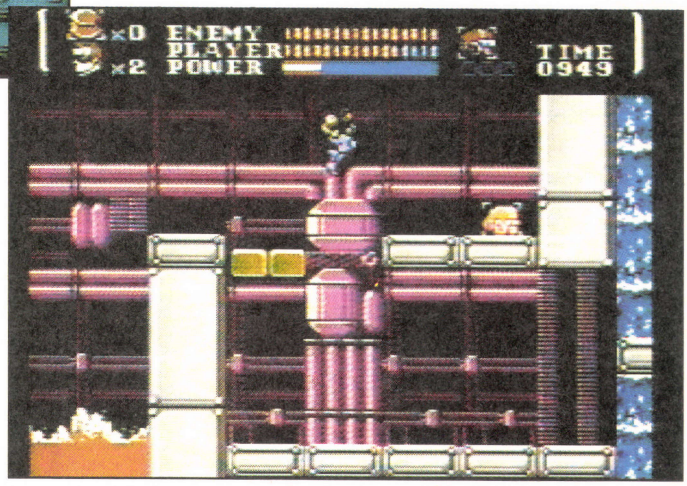


The boss of sector 1 isn't hard to kill. If he gets too close, jump over him and shoot from the other side.



Once each sector boss has been dispatched, you can disarm the control unit for that entire sector.

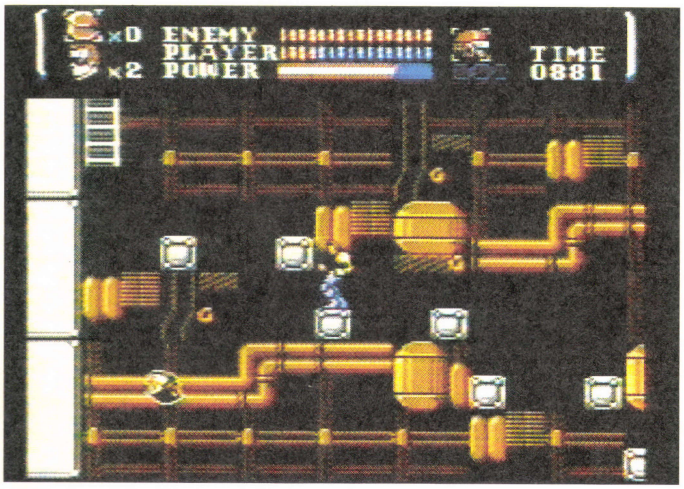
The power suit in sector 2 is located inside the first building you reach after crossing some scaffolding. Take the first ladder down and walk to the right.



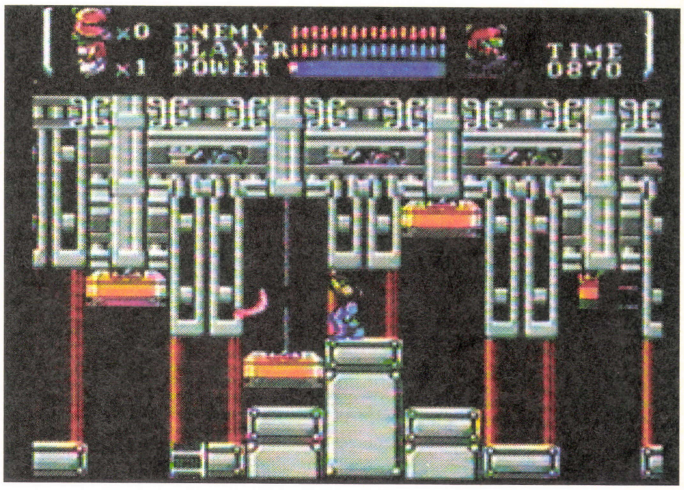
vanish from the screen. In each sector, there is one — and only one — energy tank which restores all your power levels to their absolute maximum.

Other bonuses include stars, which double your boomerang-throwing power, grenades to clear all enemies off the screen (only four of them per sector, however, so watch your timing), and hamburgers — gobble them down to recharge your energy meter.

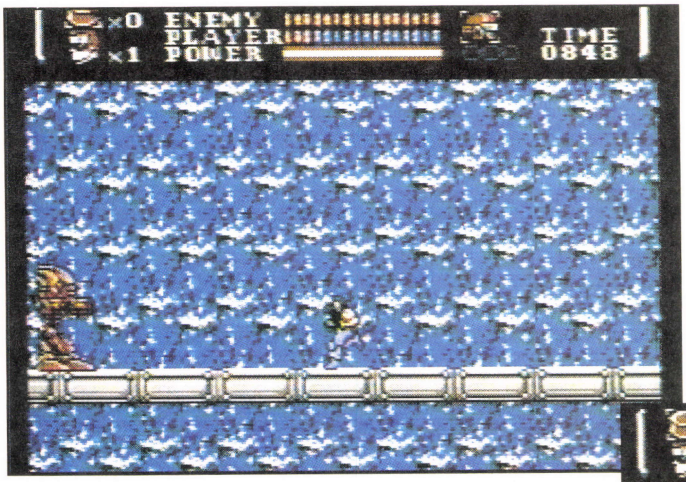
Making things even more challenging, there's a time limit for



This area is tricky. Before you advance, use diagonal boomerang throws to destroy all the bats. If you don't, they soon swarm over you like flies on a sugar bowl.

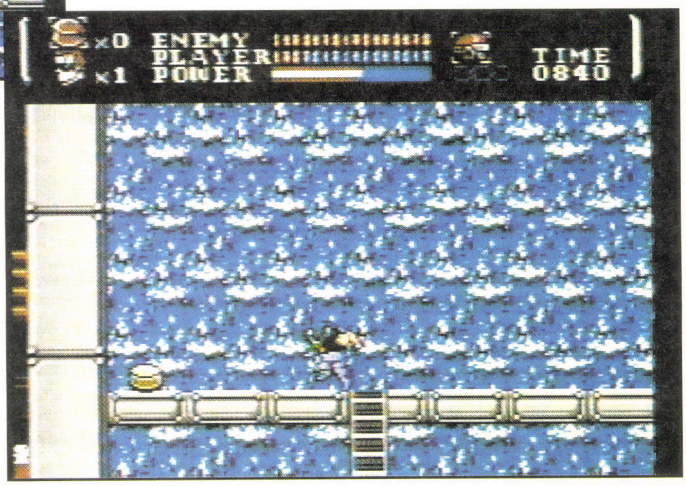


You can delay the fall of these crushing traps by hitting them with boomerang throws.



Here come the walkers! Remember to shoot them the instant they lumber into view.

Your energy tank for this sector is located just beyond the last of the walkers.

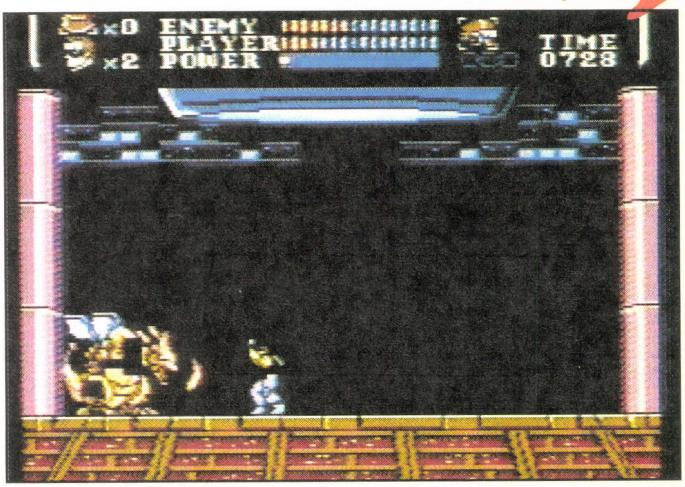


clearing each sector. In the normal mode, you have 999 seconds to complete each sector, while on the expert level you're allowed just 300 seconds — a challenge for even the fleetest-fingered game player! There's a counter visible on the screen, so you always know how much time is remaining.

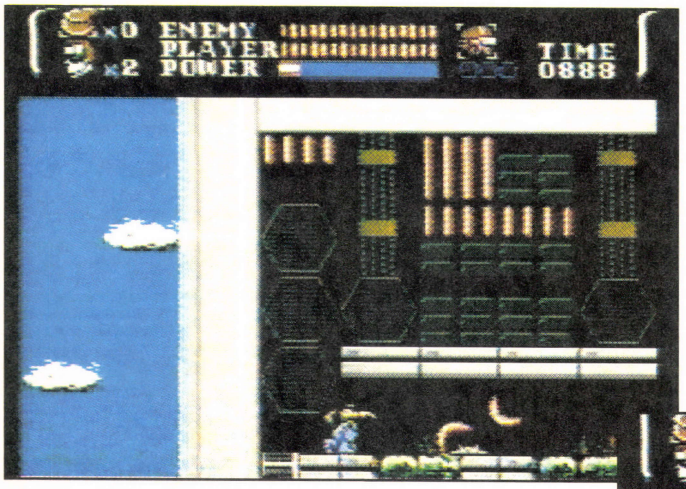
Power Blade is a sleek techno-thriller in the classic running-jumping-fighting style that's a Nintendo mainstay. Taito really knows how to design this kind of game, and players who thrive on having their reflexes challenged to the utmost will get their money's worth from *Power Blade*.

GP

After you get the energy tank, go down the ladder on the wall. You're able to jump *through* the wall to the right and enjoy a major shortcut to this sector's exit.

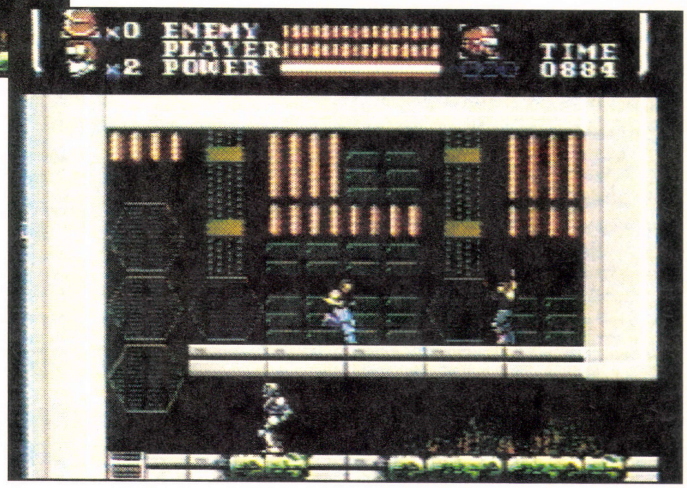


To beat this boss, stand in front of him and keep shooting. When he rolls through the middle, jump. Your energy tank should be full (or close to it) before this battle.



The zombies don't really die — they just fall into a pile of bones, then reassemble and come after you again. Knock them to pieces, then quickly move on before they can revive.

Just past your first zombie encounter, you find the contact agent for sector 3.

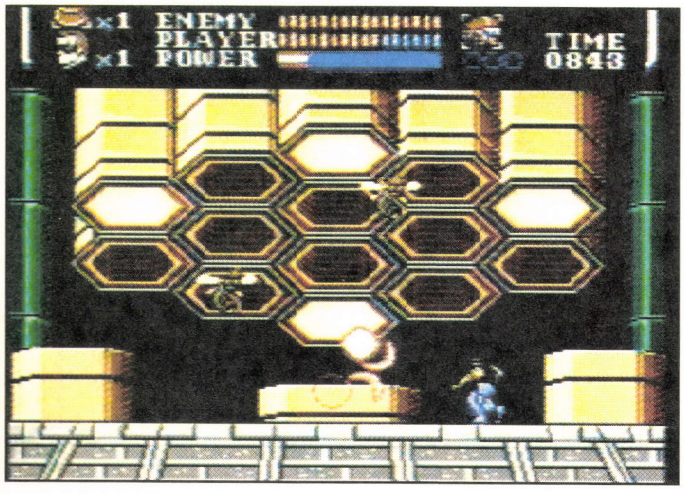


HINT

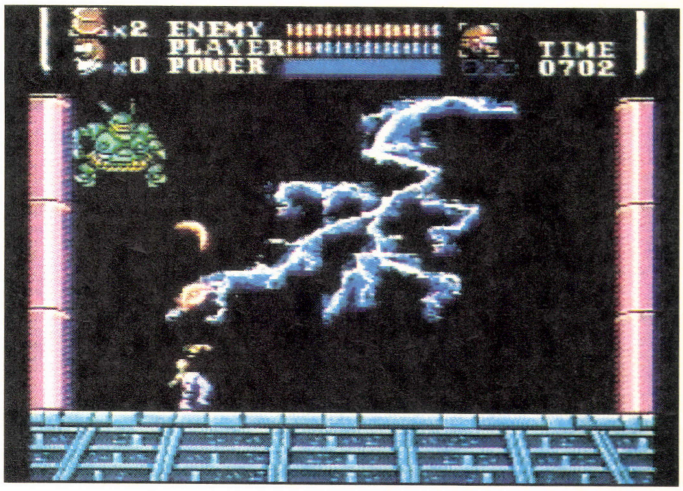
While it's true that you can try the six sectors in any order, we suggest playing through each sector in numerical order, 1 through 6. There *is* a progression of difficulty in this game — sector 6 is indeed harder than sector 2 — and there's little to be gained by taking things out of order.

Taito

390 Holbrook Drive;
Wheeling, IL 60090



The sector 3 boss is easy to defeat. Have your boomerang powered up, defend yourself against the bees as they appear, and keep throwing at the *hive* itself.



The boss of sector 4 attacks with lightning. But if you stand here, the bolts won't hit you, even though you can hit the boss with vertical throws as he passes overhead.

HyperZone

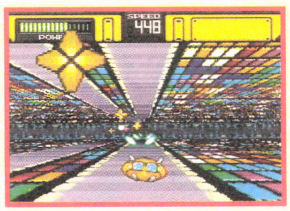
Vince Matthews

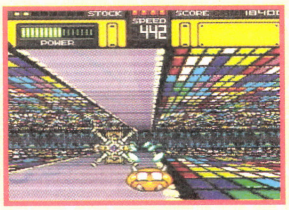
HyperZone sends you into the future, to the uncharted area between Jupiter and Mars. Your job is to clean up the dumping grounds of past wars by destroying chemical and nuclear mutants so that the areas are once again suitable for humans.

HyperZone is one of the new batch of Super NES games that takes advantage of the 16-bit machine's scaling chip to simulate moving landscapes. The result is unbelievable. When you're at the helm of spaceship going warp 9 through the galaxy, you get a powerful sense of moving at super speed. It's almost a 3-D effect — any second something may fly out of the TV screen and whack you on the head.

But once your awe has worn off, you've got an arcade shooter, plain and simple. The formula is standard stuff, but the execution is solid. *HyperZone* will certainly get action fans' thumbs moving.

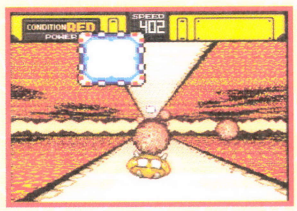
Area 1: The Material Factory and Boss

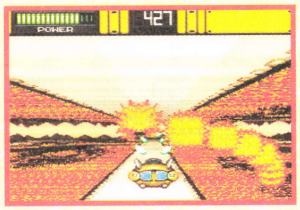




Your main objective here is to get through the level without destroying *any* of your ships. If you go slow and try to destroy every enemy, you should finish the level with 30,000 points and earn an extra ship. The boss shouldn't give you any trouble — just dodge his blasts and aim for his middle.

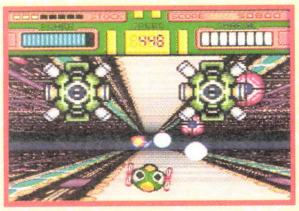
Area 2: The Blast Furnace and Boss

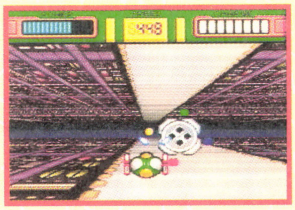




Stay low on the track and avoid the fire columns. Keep firing, and slow down for any fueling stations.

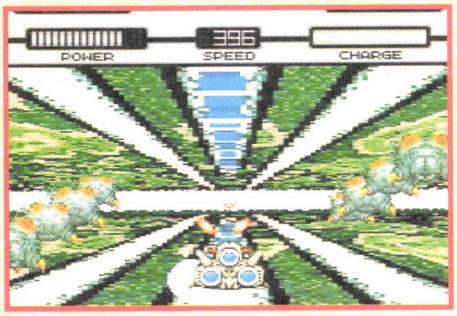
Area 3: Old Capitol and Boss

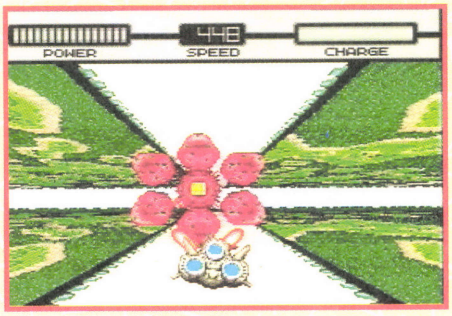




Old Capitol is one of the toughest areas in the game. Midway through the track, enemies begin coming from behind you. Again, stay low to the track and hit those fueling stations. To defeat this boss, fully charge each blast before you release it to destroy the outer satellites, then finish him off with regular blast.

Area 4: Grass Land and Boss

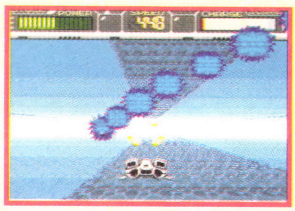




This is one of the easiest areas, but watch out for dead ends. To destroy the final boss, use a regular blast for the leaves and a charged blast for the nucleus — just the opposite of your tactics for the Area 3 boss.

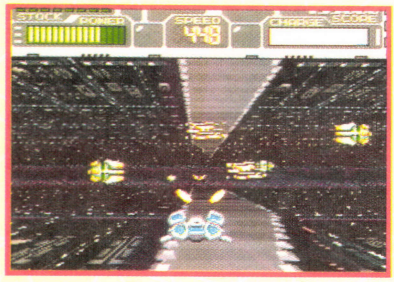
HAL America; 7873 SW Cirrus Drive; Suite 25-F; Beaverton, OR 97005

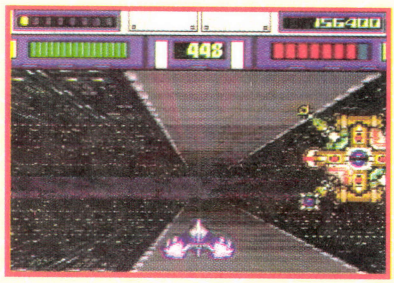
Area 5: Ripple Field and Boss



Throughout most of this area, take tracks on the right side. Make sure you slow down for every refueling station — you're going to need every ounce of energy.

Area 6: Neo Megalopolis and Boss

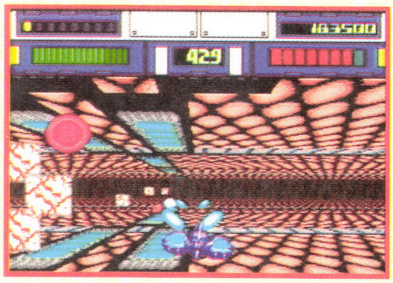


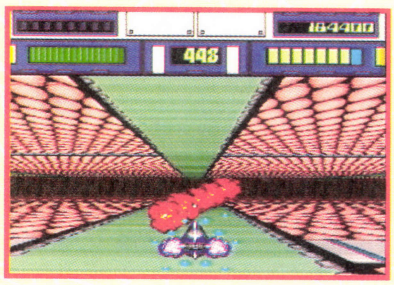


Your biggest enemy here isn't the boss — it's the deadly neon rays that criss-cross the track. The best way to avoid the rays is to use your blast to determine exactly where a hole might be, then fly under or over the rays.

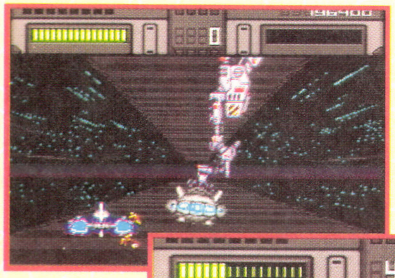
Area 7: The Bio Plant and Boss

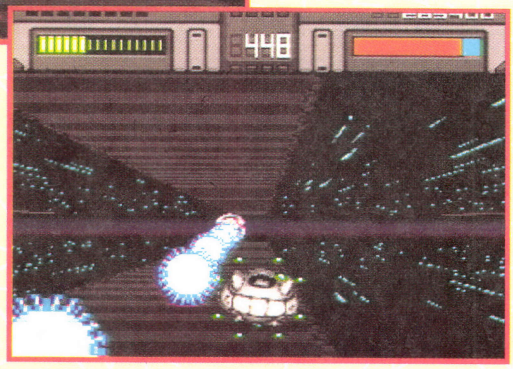
This area is full of trouble. Use a charged blast to clear most of the way.



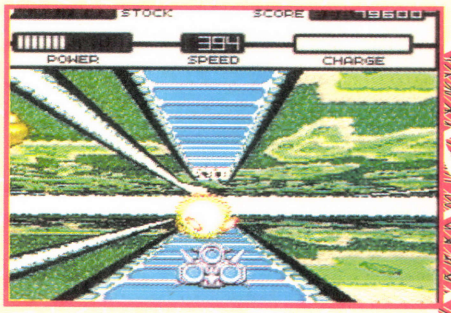


Area 8: HyperZone and Boss



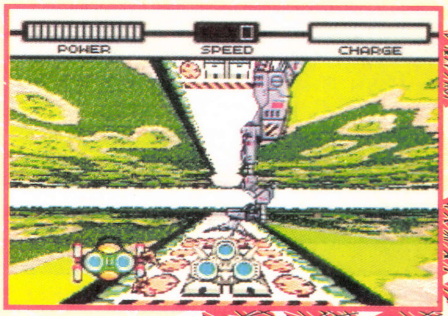


In the final area, you confront every boss again — and one you might not have expected. If you don't have at least one ship stockpiled, you'll never make it home.



The refueling stations are vital to power your ship to its maximum.

As you progress through each area, you can upgrade your ship. Each upgrade is a little faster and a little more powerful than the one before.



GP

Tom R. Halfhill

Lemmings

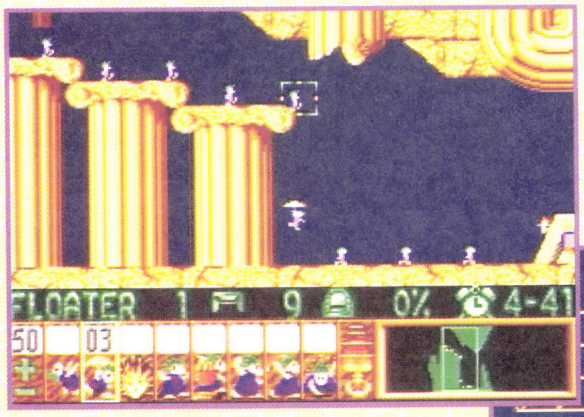
Here's a twist: a videogame in which you don't *shoot* creatures — you *save* them. In fact, when something dies, it's probably not because of anything you *did*, but something you *didn't* do!

In *Lemmings*, your goal is to save as many lemmings as possible. What are lemmings? Well, they're fairly stupid creatures who fall onto the screen through a trap door. As soon as they land, they begin blindly marching in whatever direction they happen to be facing. Without your intervention, they'd walk off cliffs, stumble into booby traps, get stuck in holes, or wade into pools of acid.

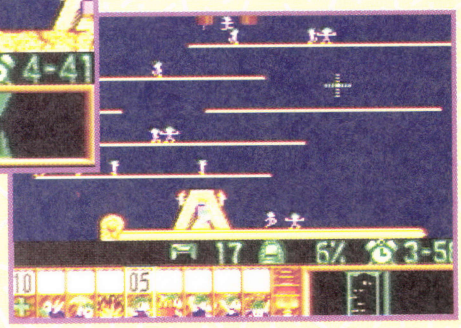
To save the lemmings, you must safely guide them past these hazards toward the exit. Each screen is different and calls for a different approach.

Fortunately, you can bestow special skills on individual lemmings. For example, you can turn a lemming into a builder, who constructs bridges; a climber, who scales walls and cliffs; a floater, who uses his umbrella like a parachute to break his fall; a blocker, who stops other lemmings from marching into danger; and various kinds of diggers, who tunnel in different directions.

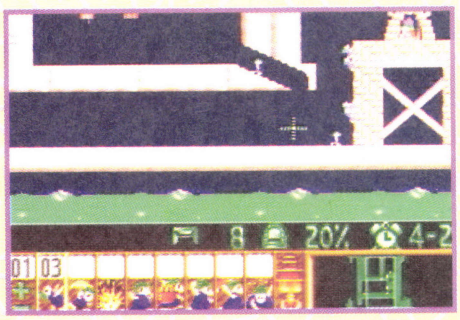
Lemmings combines action and puzzle-solving in a way that's both unique and original. It's one of the most entertaining games we've seen in quite a while.



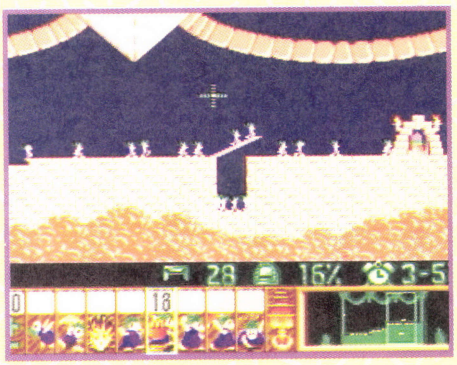
Lemmings begins easily enough. On this level, for instance, all you have to do is turn your lemmings into floaters so they can get from the entrance (the trap door at the upper left) to the exit (the doorway at the lower right).



You can turn some lemmings into blockers. In this case, blockers stop the lemmings from marching off the ends of the platforms.

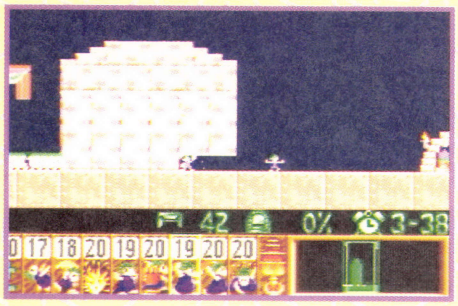


Here, one lemming was turned into a miner to dig a diagonal tunnel through the floor, then all the lemmings were made into climbers so they could scale the wall and reach the exit.



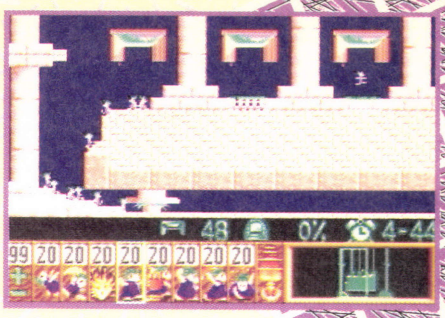
When you turn a lemming into a builder, he constructs a ramp to span gaps and pits. Several lemmings fell into this pit before the ramp was finished, but those few can escape by building more ramps.

Sunsoft; 11165 Knott Avenue; Cypress, CA 90630



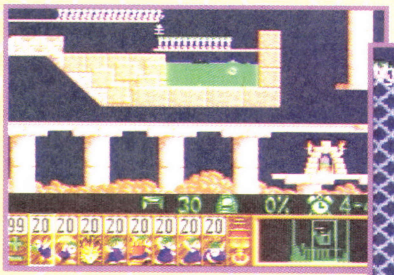
The arrows on the large structure indicate that you can tunnel in only one direction. To get around this problem, a lemming had to climb over the structure, float down the other side, and tunnel back toward the left.

Some levels have vicious booby traps. In this case, lemmings are tumbling through the gap in the stairway and falling victim to the gallows-like device near the center. Solution: Build a ramp.

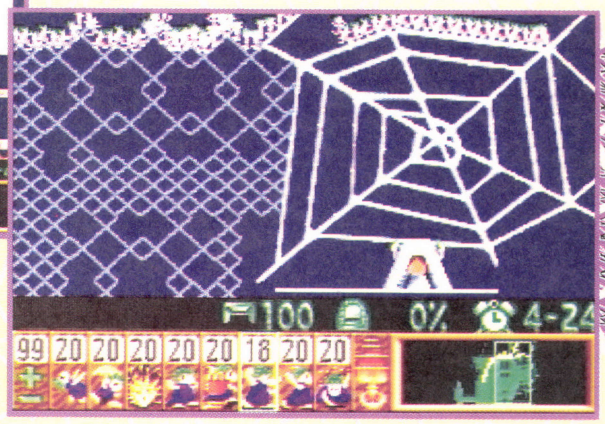


This level has a pile-driver booby trap (lower left) that squashes any lemming who tries to walk through the tunnel down below. Maybe there's another route to the exit.

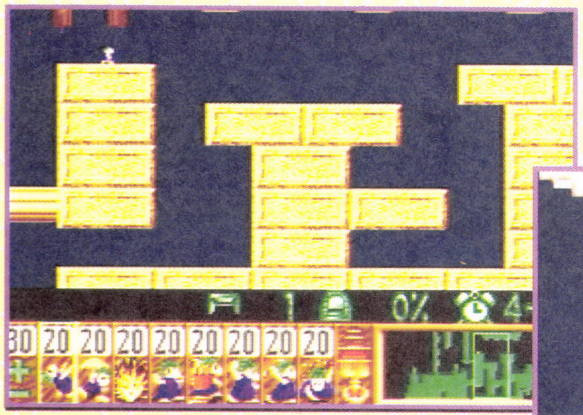
Booby traps can appear out of nowhere. As the hapless lemmings walk through this tunnel, they're snatched by a mechanical claw in the floor!



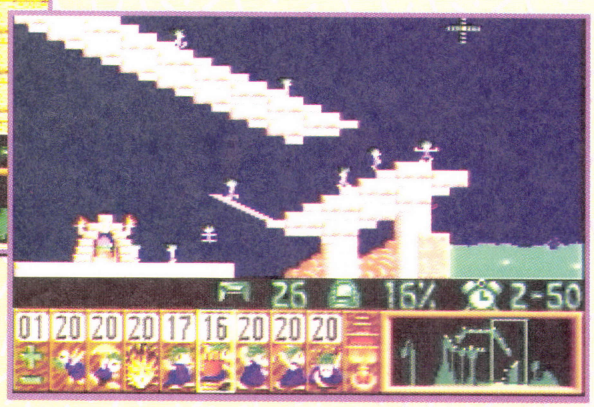
The trick on this level is to keep the crowded line of lemmings from marching into the pool of green acid below the platform. The exit is toward the lower right.



The giant spiderweb and latticework present an unusual problem — but one that can be solved with some creative digging.



This level doesn't seem *awfully* difficult — except that you start with only *two* lemmings, and you have to save *both* of them!



While a blocker kept the lemmings from marching into the bubbling acid on the lower right, a builder spanned the deadly gap separating the ledges from the exit (lower left).

GP

Pilotwings

William R. Trotter

Happily for game players who've longed to take to the skies, Nintendo has released *Pilotwings*, a Japanese bestseller that's also a hugely enjoyable simulation that truly conveys the excitement of flying.

Different thrills and challenges await you when you strap on the rocket-pack, buckle into a hang-glider, pull the cord on your parachute, or take the stick in a helicopter. Although the details of control vary from one scenario to the next, you navigate with the directional pad of your controller, use the A and B buttons as throttle controls, and use the Left and Right buttons either to change your view or, in the helicopter scenarios, to fire missiles.

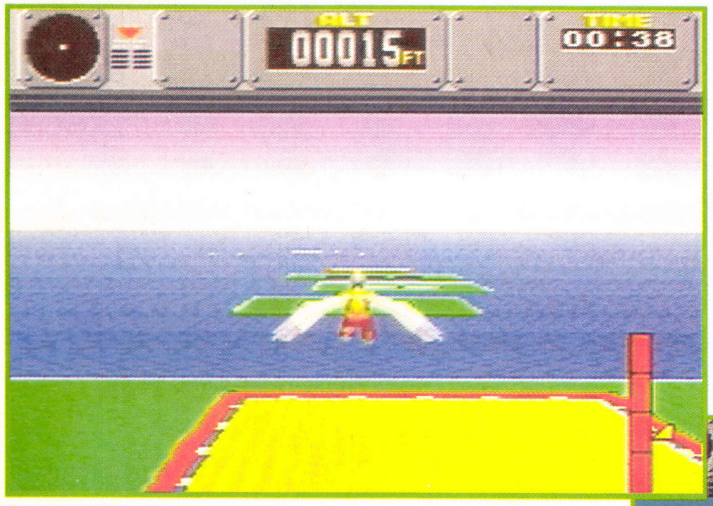
The emphasis in *Pilotwings* is on the *sport* of flying, not the use of aircraft to blow things up (although there are some combat missions). Flights have been carefully programmed to simulate the dynamics and handling characteristics of the real aircrafts. And once you master the basic courses, you can try the clever and entertaining "bonus" rounds. Would you believe sky-diving penguins?

The graphics in *Pilotwings* are outstanding. Note here, for example, the ominous storm clouds.

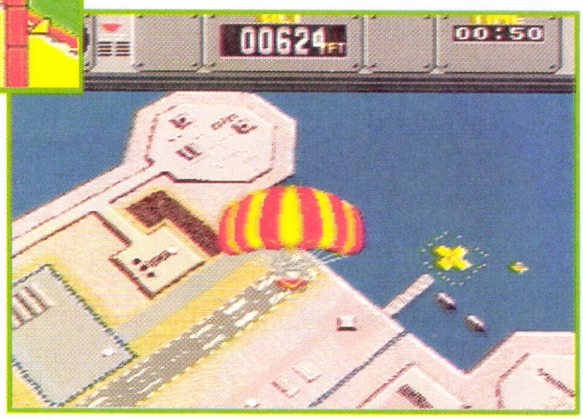
The hang-glider is very tricky to fly, but the view is often breathtaking.

"Aircraft" is a pretty broad term in *Pilotwings* — one of the trickiest things to fly successfully is the rocket belt.

Nintendo of America; P.O. Box 957; Redmond, WA 98073-0957



If you earn your stripes as a pilot, you can access some terrific bonus screens, such as this "albatross man."



When you sky-dive, you must free-fall through ring targets before you open your parachute.

The only combat missions are flown with the helicopter. The main emphasis here is on challenge and sport, not destroying the enemy.

GP

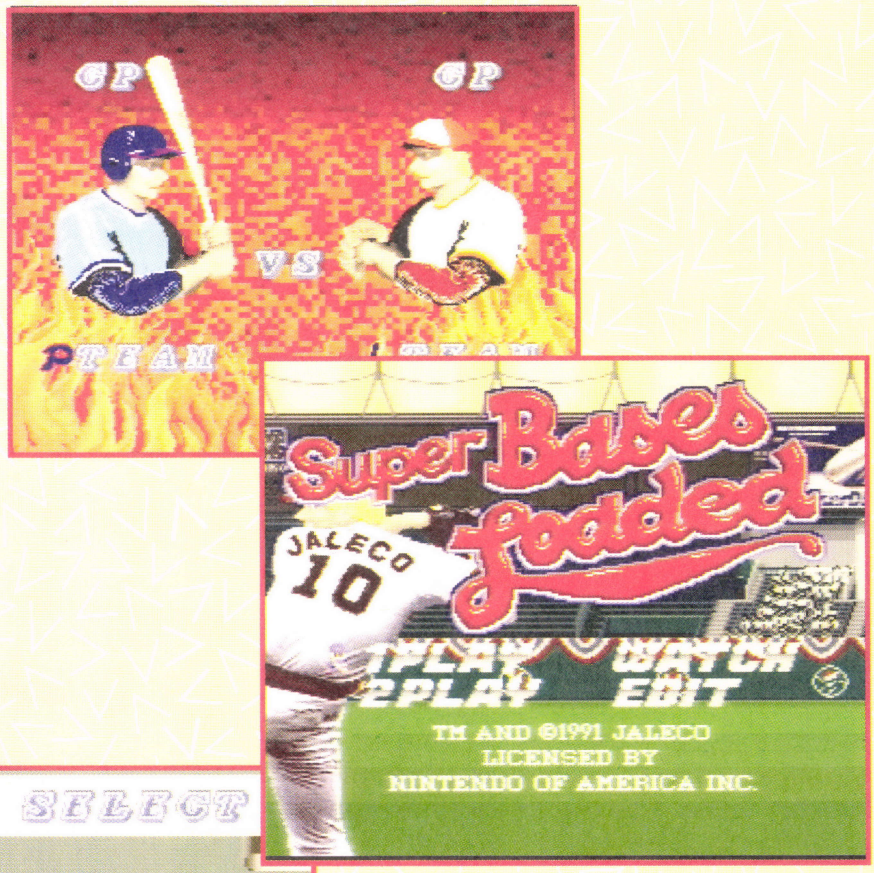
Nintendo has done a bang-up job on both graphics and sound effects. *Pilotwings* offers a vivid demonstration of all the things a 16-bit game machine can do. There will be more flight simulators for the Super NES, of course, but they'll have a long way to go before they offer the same authenticity and enthusiasm as in *Pilotwings*. This one is highly recommended for game players of all ages.

Jeff Lundrigan

Super Bases Loaded

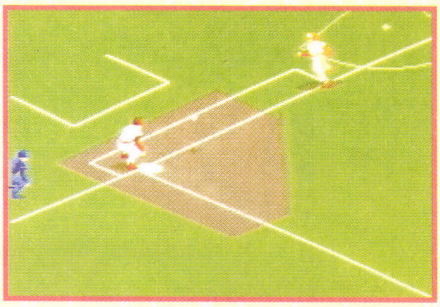
Just like clockwork, Jaleco has developed new-and-improved versions of *Bases Loaded* since the original came out in mid-1988. It's no surprise, then, that the excellent baseball simulation would make the 16-bit-leap to Super NES. *Super Bases Loaded* proves to be a fine addition to an excellent line of games.

The play control and layout in *Super Bases Loaded* are almost exactly the same as they are in *Ryne Sandberg Plays: Bases Loaded 3* for NES. In fact, besides the improved graphics (and some fancy scaling and rotation to show off what the Super NES can do), there's not really much that's new — but this isn't a problem. The revisions to the *Bases Loaded* games have resulted in a smooth system that covers nearly every aspect of baseball from team stats to home runs.

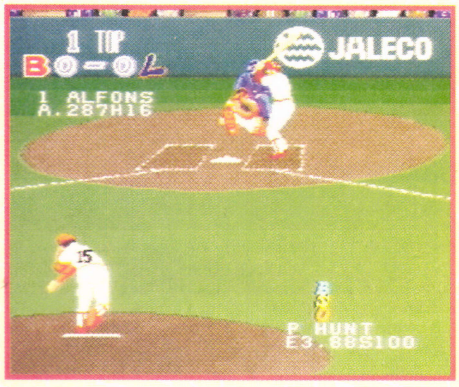


The teams may be fictional, but each has its own stats, strengths, and weaknesses.

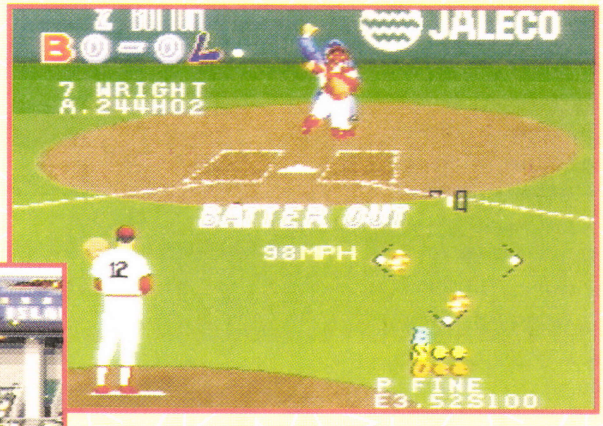
Jaleco; 310 Era Drive; Northbrook, IL 60062

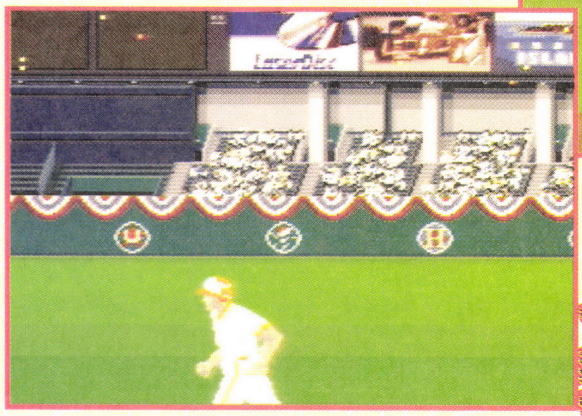


The play at first.



Pitching is simple, whether it's a low inside fastball or a tricky curve.





Home runs are rewarded with animation sequences.

Don't let this happen to you — stay ahead in the ninth inning.

Fielding a speedy infield grounder is still something of a hassle. It would help if the player, not the computer, could somehow select which team member should go after the ball. As it stands, the team member who's closest to the ball isn't always the best choice for fielding. This is a minor quibble, however, because *Super Bases Loaded* is simply one of the best baseball videogames available.

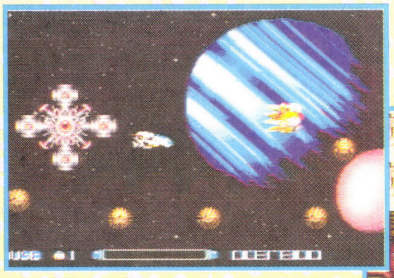
GP

Super R-Type

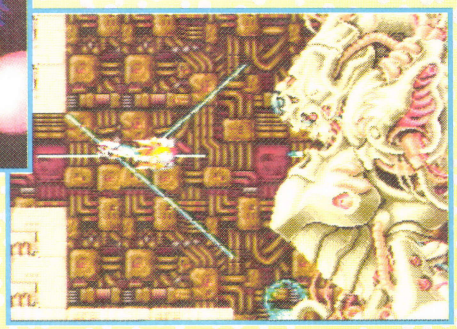
Tom R. Halfhill

Super R-Type is tough to like at times — especially when you're zapped during a showdown with a boss and must repeat the entire stage all over again. But the game makes up for this annoying feature with unlimited continues, fantastic graphics, a great musical soundtrack, and nonstop action.

This isn't one of those games that requires you to study the manual for an hour before you can figure out how to play. *Super R-Type* is a simple, arcade-style scroller that takes about as much time to learn as it does to drop a quarter into a coin slot.

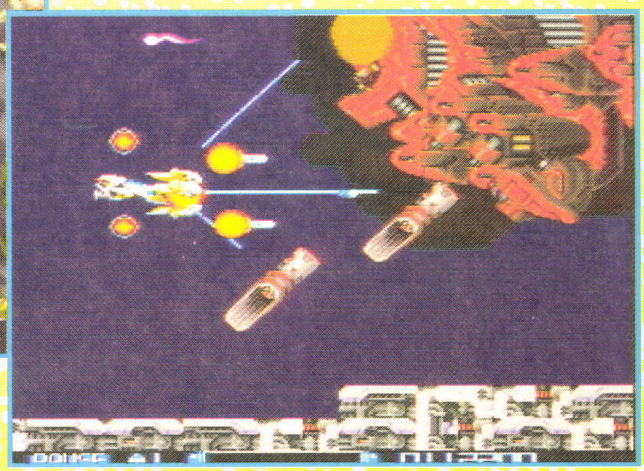


Defeating this mechanical stage 1 boss is easy. Start by destroying all four circular pods, then attack its center.



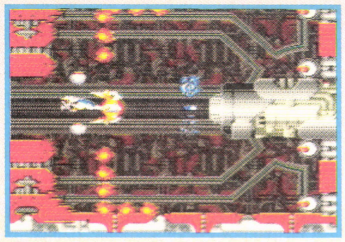
Bouncing lasers are worth their weight in quarters when you're fighting enemies on all sides, but they're not always as good against stage bosses, such as this boss of stage 2.

The stage 3 boss launches a pair of tentacles that chase you around the screen. Don't get trapped in a corner!

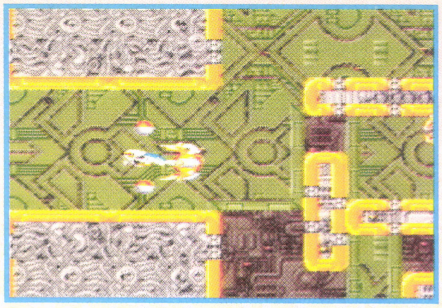


Here's what a fully armed ship looks like: guided missiles, two orbs guarding your flanks, and a power pod that can either scout ahead with guns or link up with your main ship.

Irem; 8335 154th Avenue N.E.; Redmond, WA 98052

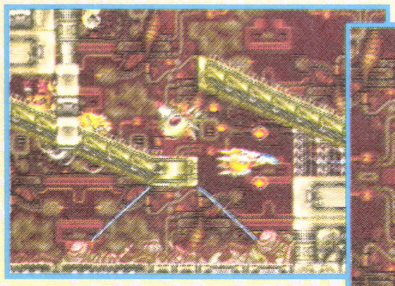


The fire-chain weapon is most effective against ground targets, but sometimes it makes a good boss-burner, too, as the stage 4 boss finds out.



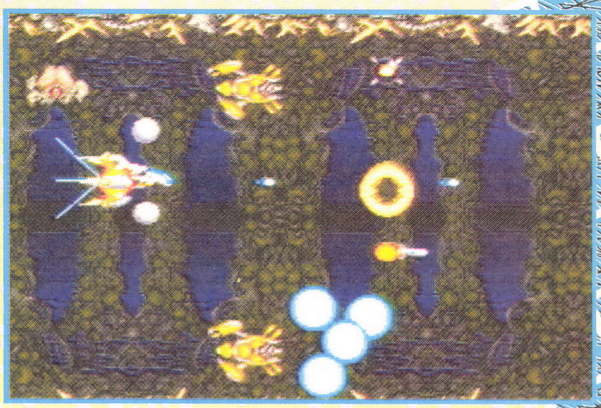
In stage 5, you must maneuver your ship through a maze of moving walls. It may take a few attempts before you learn the safest route.

Once you have guided missiles, don't grab any more missile power-ups — you may get stuck with unguided missiles by accident.

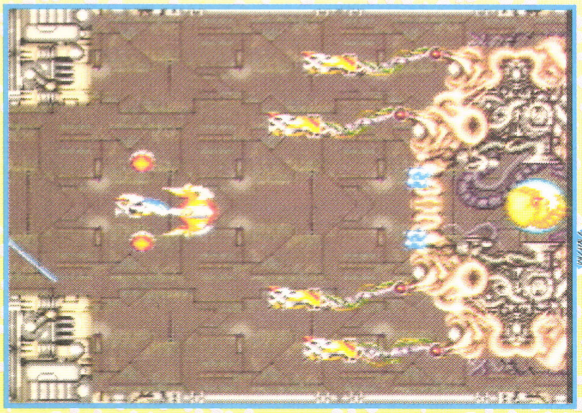


To get through this difficult reverse turn in stage 6, protect your flank by attaching your power pod to the rear of your ship.

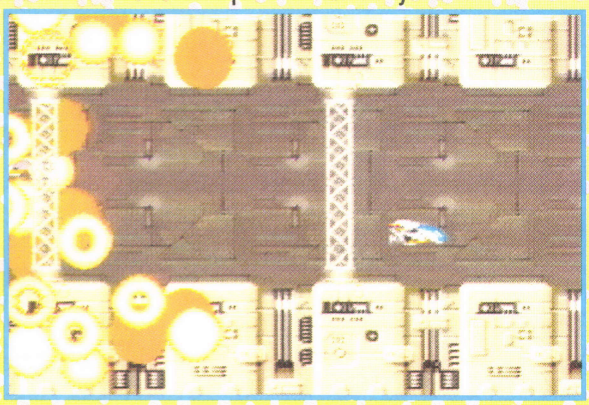
Those three red "eyes" are the weak spots of the stage 6 boss. Bouncing lasers are an effective weapon here because they fire at an angle.



Seafood strikes back in level 7. Swarms of crabs and hard-to-kill lobsters try to turn *you* into a tasty meal.



When the final boss's mouth opens, immediately launch your power pod into its inner sanctum. Then back off and let the pod do the dirty work.



After the final boss is destroyed, the entire alien ship starts to blow. Don't hang around to watch the fireworks!

Like all shooters we've seen so far on the Super NES, *Super R-Type* suffers from slowdown when large numbers of objects are moving on-screen. This, however, is a flaw in the hardware, not the game, and most of the time the slowdown isn't that noticeable.

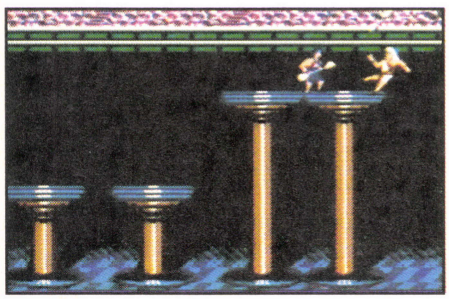
All things considered, *Super R-Type* may be the best shooter yet available for the Super NES. In terms of graphics, sound, and action, it's arcade-quality from start to finish.

GP

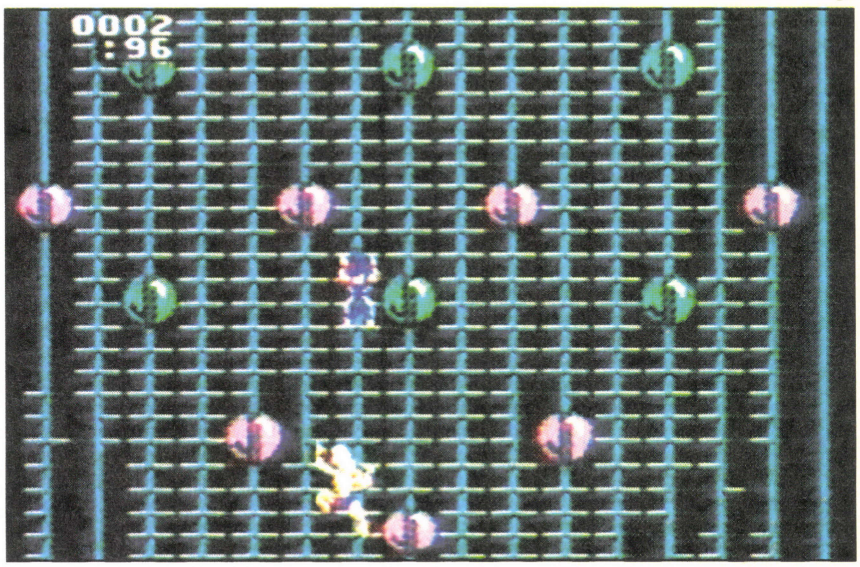
American Gladiators

Richard Lashley

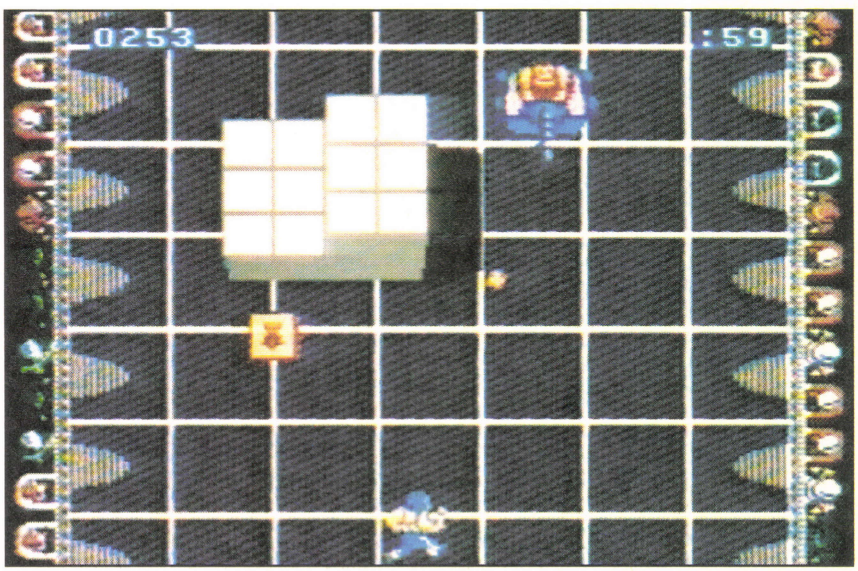
Don't look for shields or chariots in *American Gladiators*. Instead of a sun-baked outdoor arena, this game features a brightly lit television studio. And instead of armor-plated gladiators, you've got weightlifters wearing football helmets and cushioned shields. In *American Gladiators*, the best of the weekend warriors battle it out — not for life or death, but for fame and money. Although you won't find the dusty, violent drama of ancient Rome's Coliseum, you'll get some pretty campy entertainment in this game.



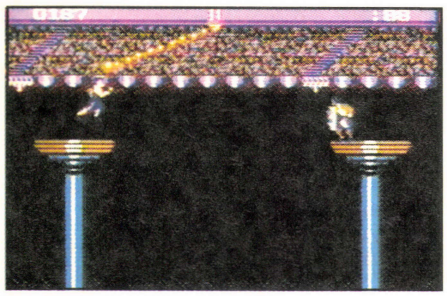
High above the arena and armed with a padded pugil stick, you battle a host of opponents. To knock them from their awkward perches, try a combination of attacks until you find the one that's most effective for you.



The Wall is a difficult event in the preliminary rounds. Climbing to the top requires quickness and a constant grip on the net. Besides making the climb, you must also fight off other gladiators.



The Assault competition places you in front of a gladiator packing a rapid-fire cannon that fires tennis balls. The finish line is far ahead, so duck behind this barricade and grab the pellet gun hidden there.



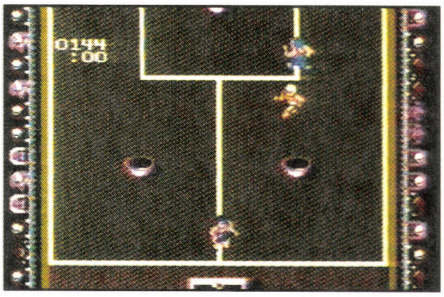
In the Human Cannonball event, correctly timing your jump to the rope is critical. You should land on the exact end of the rope, then swing toward your human target to knock him off.

Like the multievent format of the syndicated TV show, GameTek's *American Gladiators* includes five rounds of punishing events that weed out the weaklings before an ultimate test, the Eliminator round.

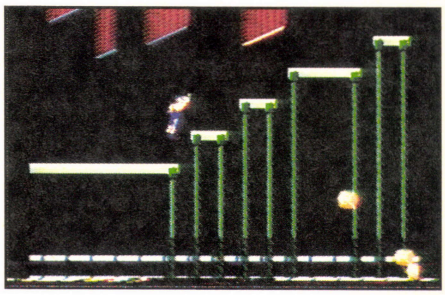
The first four stages include five events: Powerball, the Assault, the Joust, the Wall, and the Human Cannonball. These events are rendered in basic, functional graphics. Unfortunately, the characters seem undersized, and the controls are so unresponsive that you may feel as if your character is sloshing through water. Still, there are spurts of action where this game's elements blend together beautifully.

Bizarre, yet imaginative, ordeals closely mimic the often hilarious events of the television show. The Assault event is a good example: You dodge tennis balls that a plump, red-bearded contestant shoots from his floating cart. On this crazed tennis court, it takes just three hits to knock you out of the competition. However, you can take cover behind isolated barricades, one of which contains a pellet gun. Your opponent leaves if you hit him with enough pellets, and then you can cross the finish line untouched (and you're rewarded with bonus points as well).

Although not as amusing as the Assault event, the Conveyor Belt competition in the Eliminator round is a unique contest. While dodging some hefty medicine balls, you must jump on the whirling belts, then quickly jump again before you're knocked off. Try crouching down whenever a ball is about to slam into you. This eliminates unnecessary jumps and helps you maintain your balance on the spinning belts.



During the Powerball competition in level 4, grab the ball in this trough, dodge around the opposing gladiators, and deposit your cargo in one of the five baskets. Be careful — the slippery ball goes sailing into the audience if one of the opponents rams into you.



The Eliminator round is particularly difficult. In the I-Beam event, you must land on these precarious perches while lead-weighted medicine balls shoot up at you.

Each level increases in difficulty, but even the advanced levels don't prepare you for the Eliminator round, which is a severe test of your skill. I-beam jumps, hand-bike rides, zip-line events, and conveyor-belt obstacles quickly separate the peerless gladiators from the mediocre.

In spite of its shortcomings, *American Gladiators* is a welcome diversion from the usual NES martial-arts and arcade-action fare. It's an intriguing, sometimes hilarious, combat sport — 20th-century style.

GP

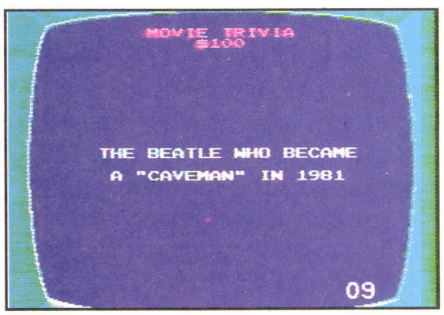
GameTek
2999 N.E. 191st Street; Suite 800; North Miami Beach, FL 33180

Jeopardy! 25th Anniversary

Brian Carroll

If you know the answer, try to be the first player to hit the buzzer. Do this by pressing the directional pad of your controller.

It's been a habit for more than a quarter of a century. The big blue game board is as familiar as the Wheel of Fortune. If the host isn't Art Fleming, then it must be Alex Trebek. As the time approaches, family members — particularly the resident quiz masters

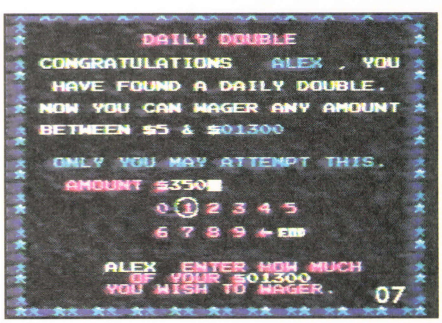


Pick a category, then make a wager — just as they do on the television show.

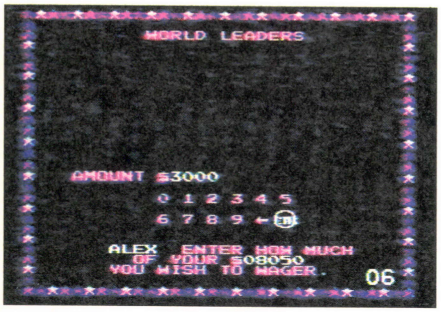
and trivia buffs — gather around the television set. Huddled together, they anxiously wait for the familiar voice of announcer Johnny Gilbert to declare, "This ... Is ... `Jeopardy!'"

Almost three years ago, GameTek tapped the popularity of the hit game show with the release of *Jeopardy!*. Since then, the company has released *Jeopardy! Junior Edition*, a version of the show for younger players. Now, to mark (and to market) the show's silver anniversary — an eternity in TV terms — GameTek is releasing *Jeopardy! 25th Anniversary Edition*.

Just like its TV counterpart, the *Anniversary Edition* has answers in six categories, for which the contestants must supply the questions. Included in these varied categories are topics such as "French Phrases," "Presidents' Middle Names," and "Folk Music." In the first round, dollar amounts range from $100 to $500, and in Double Jeopardy!, those amounts double, so the hardest question in a category can bring in $1,000. Each game culminates in the Final Jeopardy! round, where players wager any or all of their money on the question to a single answer. Of course, you can't bet money you don't have, so players with a negative total can't participate in the final round.



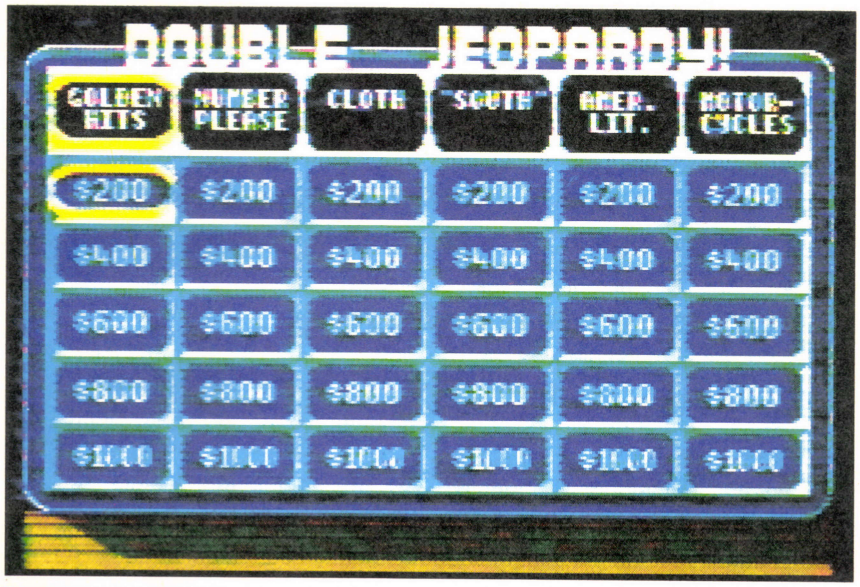
The Daily Double is randomly hidden behind one of the 30 windows on the board. The Double Jeopardy! round features two Daily Doubles.



You must have at least $1 to be able to play the Final Jeopardy! round.

You'll recognize the blue game board, the familiar theme song, and the answer-in-the-form-of-a-question routine. Unfortunately, like the previous versions, the *Anniversary Edition* requires you to spell out each answer. The effect of this is two-fold: It punishes misspellings (something the game show has never done), and it makes for a cumbersome interface. Although the system recognizes some common misspellings, don't count on it — you'll be wrong more than right if you aren't a good speller.

The 2,000 new answers seem to be more difficult than those in the original *Jeopardy!* game. For this reason, the *Anniversary Edition* will probably appeal primarily to older audiences, particularly given the chronological reference points used for many of the questions. For example, a typical answer might read, "This Nobel Prize category was added in 1969" — a decade or more before many Nintendo fans were born.



The stakes are twice as high in Double Jeopardy!, so wager wisely.

The skill levels are based on the amount of time you're given to respond, not on the difficulty of the questions.

If you play the videogame frequently enough, it quickly becomes a test of memory rather than of facts and trivia. Two thousand questions may sound like a lot, but because they're divided into categories, they begin repeating fairly rapidly.

Despite these imperfections, *Jeopardy! 25th Anniversary Edition* is a great deal of fun, even without Alex Trebek, Art Fleming, *or* Johnny Gilbert.

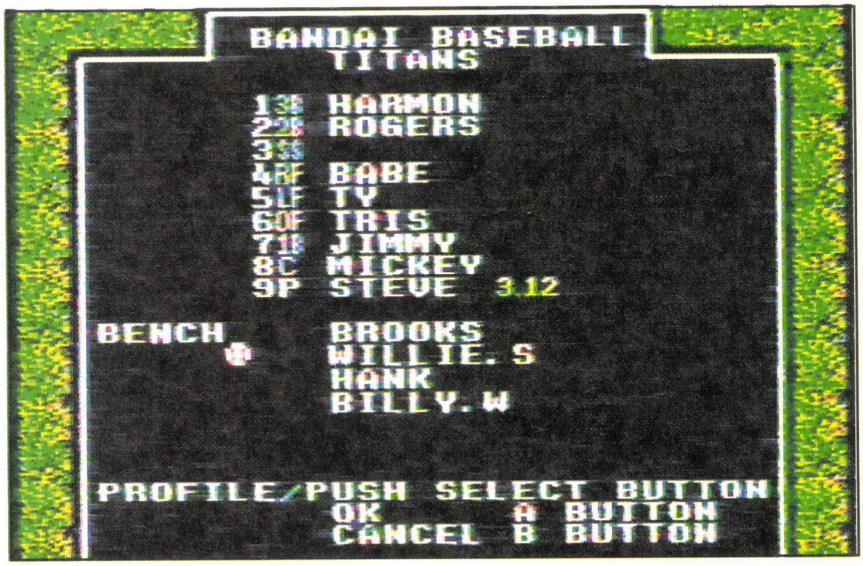
GP

GameTek
2999 N.E. 191st Street; Suite 800; North Miami Beach, FL 33180

hot hits

Legends of the Diamond

Brian Carroll



You can pinch-hit or send in a reliever at any time during the ball game.

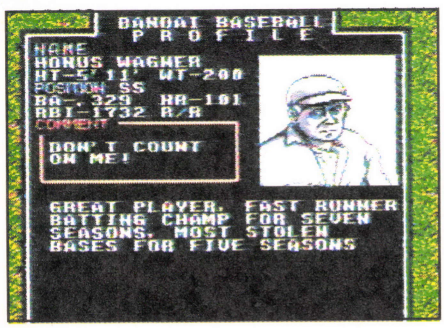
"Cy Young takes the sign from Cochrane. He checks the runner on first and delivers. Ty Cobb swings."

Craaack!

"Oh, my! The Georgia Peach got all of that one. That ball is going... going.... That ball is gone!"

Is this a scene from the sequel to *Field of Dreams*? The sounds from a new exhibit at Cooperstown? A recording of an early 1900s baseball game? The answer is no. Instead, these words describe a routine at-bat in Bandai's *Legends of the Diamond*.

What sets this crackerjack new simulation apart from an already crowded field is the smattering of the greatest names to ever play the game included in its rosters. You can put together a team that's a "Who's Who" list from early American baseball. Where else can you choose from players such as Babe Ruth, Lou Gehrig, Honus Wagner, Dizzy Dean, and Rogers Hornsby? You can also add modern greats from Hank Aaron to Bob Gibson.

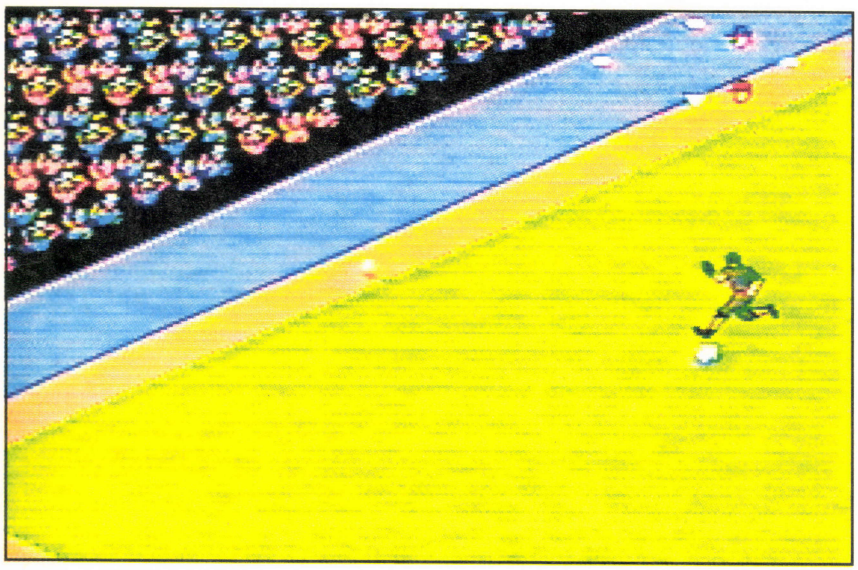


To call up a player profile, hit the Select button of your controller when choosing team members.

The strike zone in *Legends* is smaller than those in most baseball simulations — which puts more pressure on your pitchers.

Although these legendary names play for imaginary teams and, given the graphic limitations of the NES, only vaguely resemble their real-world counterparts, it's still a thrill to manage such a star-studded baseball team. And as manager, you choose which Hall-of-Famers, make your roster, and set your batting order. What team could beat you with Ty Cobb, the American League's base-stealing terror, batting lead-off? And imagine the fear you can inspire with the Babe's home-run swing in the cleanup spot.

Of course, all the nostalgia in Cooperstown couldn't save a poorly designed bush-league videogame. Fortunately, *Legends of the Diamond* delivers solid game play with enough graphic surprises to keep you in-



On defense, the player you control is always identified with a white arrow.

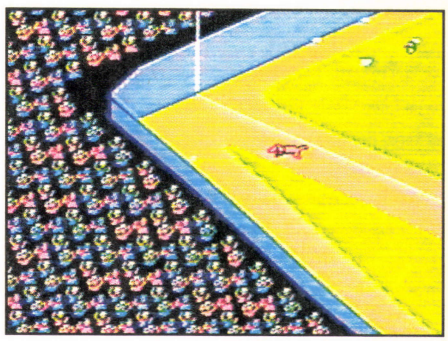
To get in position to catch the ball, stay on its shadow.

trigued. For example, you occasionally see a batter who has been hit by a pitch charge to the mound and instigate a bench-clearing brawl. But just before pandemonium breaks out, the umpire hauls the hitter off to first base so play can resume.

The game features larger characters than those found in most NES baseball simulations, which makes it relatively easy to play defense and — with the ballpark's smallish dimensions — limits the number of extra-base hits you see.

Legends does have its flaws, however. The most significant drawback is in defensive fielding controls. For example, on a bloop single that bounces just beyond the infield, you can't be sure whether you're controlling the retreating infielder or the onrushing outfielder. You may think that you're steering the shortstop backwards when you're actually bringing the left fielder in. Before you know it, the batter ends up with an easy double — and possibly a triple (there are no errors in this game).

But in the context of an otherwise solid adaptation seasoned with such intriguing history, this flaw is minor. If you don't already have a baseball simulation, *Legends* would be an excellent choice. If you do own one, you should still give it a look. *Legends* brings the old baseball greats to life.



Have ball boys become obsolete? This pooch thinks so.

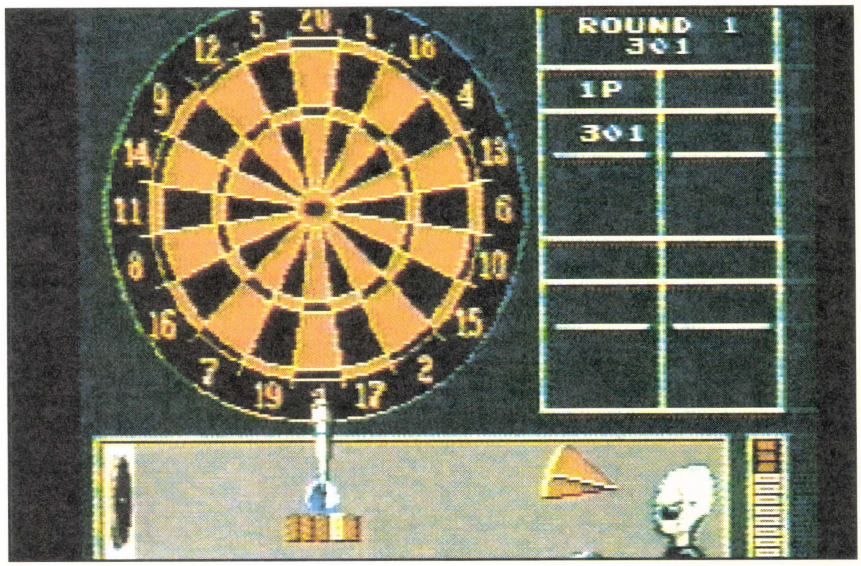
GP

Bandai
12851 East 166th Street;
Cerritos, CA 90701

hot hits

Magic Darts

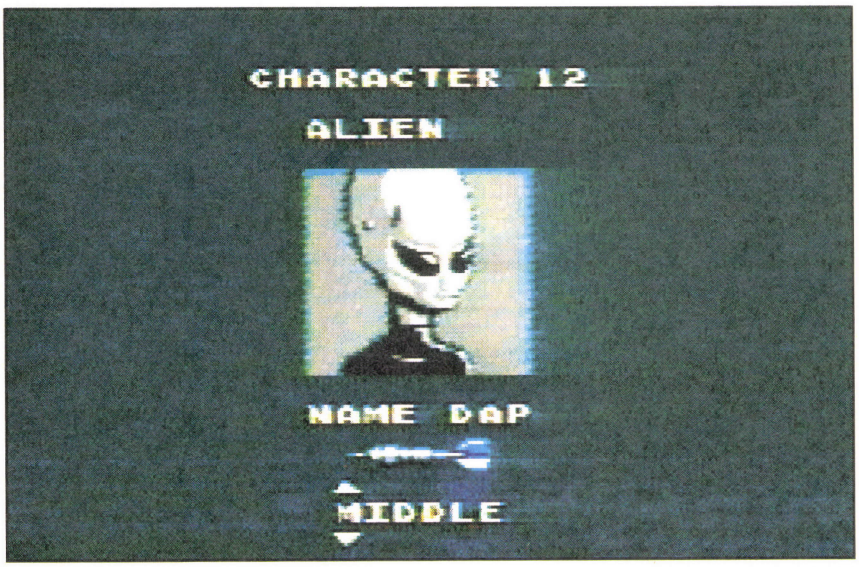
William R. Trotter



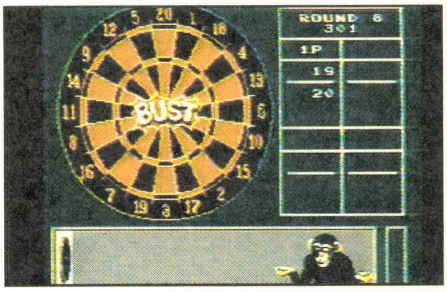
By using the three on-screen meters, you should soon be able to master accurate throwing techniques.

Playing darts is a very social activity — half the fun of a game comes from the setting in which you play and the interaction with other players. That's why darts are so popular in clubs and taverns. We were therefore a little skeptical when Romstar's *Magic Darts* arrived. How much fun could it be to push a button and throw simulated darts on a video screen?

As it turns out — a lot. Everyone who played *Magic Darts* had a very good time with it and ended up socializing while they played. While the videogame can't, of course, reproduce the satisfying heft of a real dart in your hands, it does everything else very nicely. *Magic Darts* is also perfect for people who enjoy dart games, but who



Select your player, then pick from three different dart weights — light, medium, and heavy.

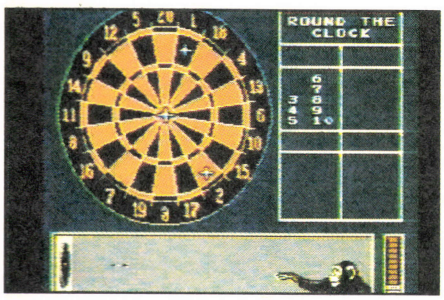


To clear a round of 301, you need to hit *exactly* the number of points you have remaining.

hesitate to have a real dart board in the house because of the presence of small children.

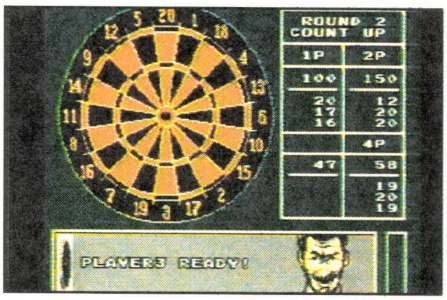
Game players who aren't familiar with darts should know that a true dart game has a unique scoring system. Instead of starting at zero and trying to rack up the highest score, you *start* with a certain number of points as an opening score, then *subtract* the score of each throw from the remaining total. Players compete by trying to reach zero first.

In tournament darts, the most commonly played game, individuals start with 301 points (teams can start at higher levels of 501 and 1,001 points), and the first player (or team) to reduce his score *exactly* to zero wins. That means if your descending total is 12, then you must hit the 12 grid to win. If you hit 13 or over, you're busted; if you hit a lower number, then that number is subtracted from your remaining total, and your next shot must land exactly on the new total. Each game of darts is called a "leg"; three legs make up a match.



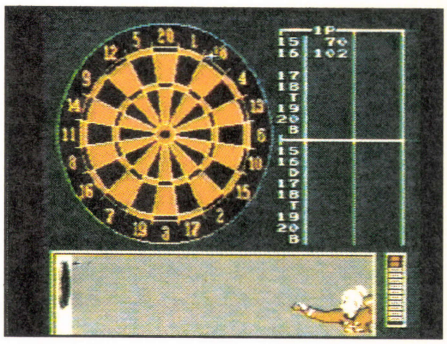
A game of Around the Clock tests your accuracy to the utmost.

In this NES game, you can start at 301, 501, or 1,001, whether you're playing singly or in a team. You can choose from 12 different players (some human, some not — including a robot and an alien who have, to say the least, very peculiar throwing styles), and three different dart weights: light, medium, and heavy.



If you're unsure about technique, you can run any game in the watch mode and observe how the experts handle it.

Three on-screen meters allow you to control the force of your throw and aim each dart horizontally and vertically. It takes a bit of practice to correlate all three meters, but once you get used to the system, it's possible to aim with great precision. The animation of the actual throws is smooth and realistic. And although there's little need for fancy graphics in this kind of game, Romstar's are admirably crisp and easy on the eyes.



Each player throws with a different style — the kung fu master, for instance, always uses a fancy windup.

In addition to the more common descending-score games, *Magic Darts* also includes several interesting alternative games. Perhaps the most challenging is Around the Clock, which involves — as the name suggests — pinpoint throws at target zones 1 through 12 in their proper order.

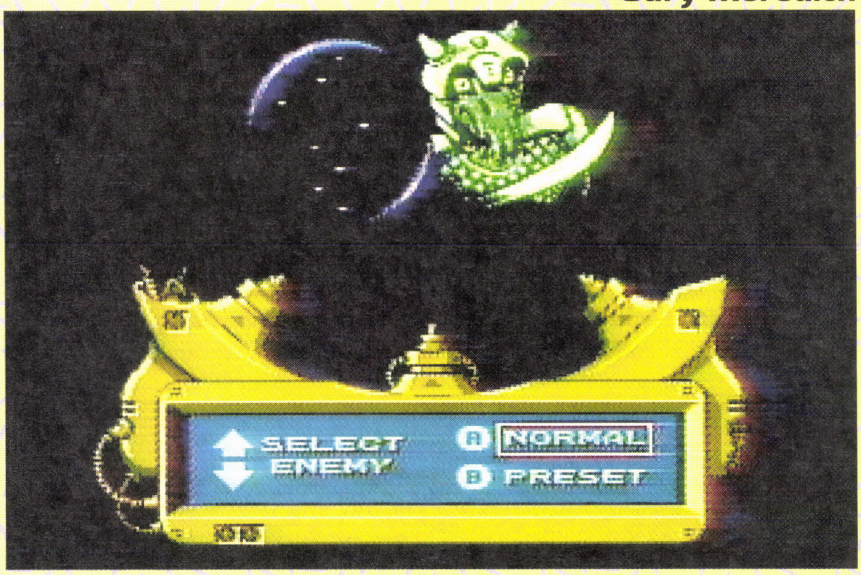
The pleasures of dart games are quiet ones — there are no shrieking ninjas or exploding bombs here — but they can be very satisfying and extremely relaxing. We warmly recommend *Magic Darts* to the curious and to dart-players of all ages.

GP

Romstar
22857 Lockness Avenue;
Torrance, CA 90501

Overlord

Gary Meredith



You can choose the enemy you encounter first. It really doesn't make much difference which one you choose — you eventually take on them all.

When scientists discover hyperdrive shortcuts leading to a previously unknown dimension, the populace of Epsilon rejoices. An extensive search finds no life forms in any of this new dimension's four planetary systems, so the area is evidently ripe for colonization.

But without warning, new planets begin to appear in the alternate dimension — planets that are inhabited by highly developed life forms. Further study reveals that the four planetary systems form a buffer zone between Epsilon and four entirely *different* dimensions. The alien beings in *those* regions are also planning expansion, even if it means colonizing Epsilon.

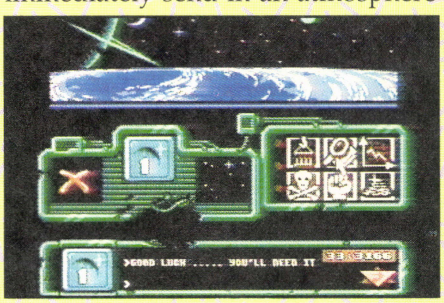
In *Overlord*, you're the leader of Epsilon and must send your forces to the four planetary systems. Your goal is to conquer the buffer zone by defeating the rulers of the four newly discovered dimensions. But to accomplish this mission, you must marshal military and industrial strength, while keeping the support of your subjects.

Money is the root of all power in *Overlord*, so how you go about accumulating wealth is a key to your success. You can tax your people until they have no resources, or you can count on a contented populace giving you donations. Either way, the bottom line is to get money — and lots of it — to finance your expeditions into each of the four buffer zones.

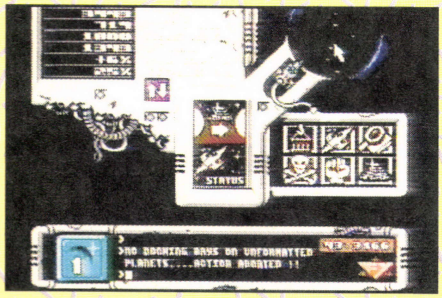
Much of your money is spent on powerful warships to enter the zones. But you must also find ways of developing the barren planets so that they'll support a settlement. Each system contains a basic Starbase, but this complex can't support the number of colonists flocking to the planet.

Once you've discovered a planet, immediately send in an atmosphere

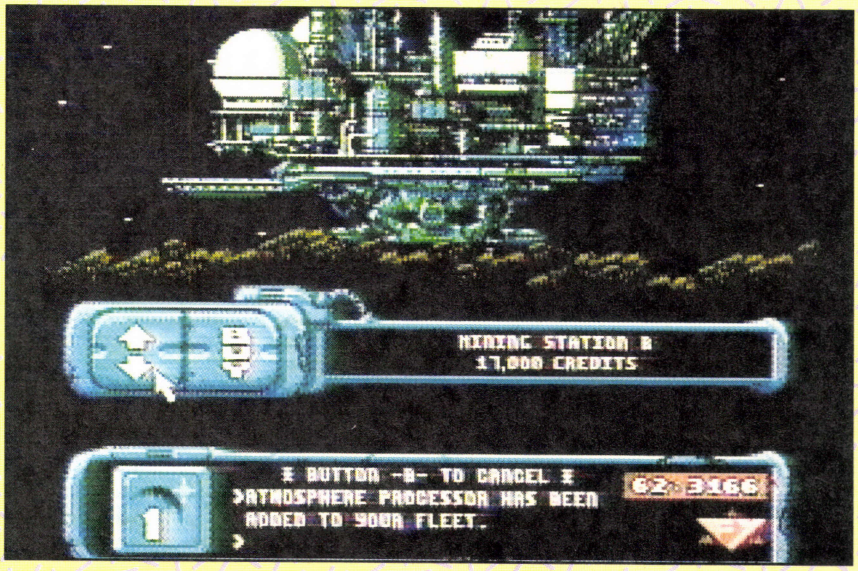
The main screen gives you status messages on your conquests and the conquests of your enemies, and accesses to all subsidiary screens.



The Starbase screen displays the status of a particular planetary system. Incoming and outgoing flights are also noted.



Your resources must be managed carefully — especially at the beginning of the game. Experiment with your tax rate until you discover the level that allows the highest productivity.



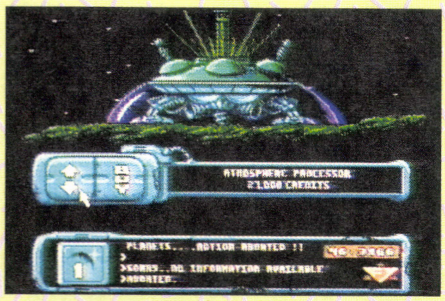
With cash flow so vital to your success, using a mining station to exploit the planet's core minerals is an essential step.

processor, followed by a horticultural station and a mining post. The equipment is expensive, and operating costs are great because of the large number of people needed to run each station. Since your pockets aren't lined with gold, it's essential to use your resources efficiently.

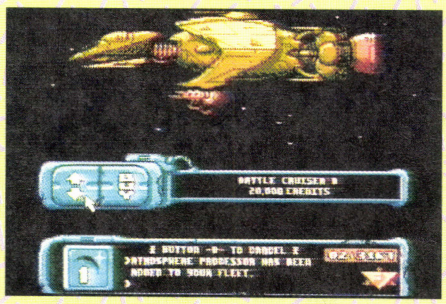
This attention to the details of running planetary stations is what sets *Overlord* apart from the usual NES war game. For example, it's not enough to recruit soldiers — you must also equip them with the specific weapons, armor, and accessories they need for a job or position. These requirements vary with each planet.

Overlord is one of the most complex games you're likely to find for Nintendo. Based on the computer game of the same name, *Overlord* for the NES has lost little in translation. It's not a game for casual players, but those with the perseverance to master the intricacies of the game's structure are rewarded with many hours (*very* many hours) of enjoyment.

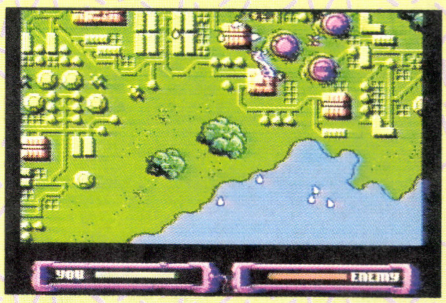
GP



Whenever you find a planet, your first job is to terraform it by establishing an atmospheric-processing station.



Since the rulers of the other systems plan to expand, a strong space fleet is a must. Depending on how entrenched the enemy is, you can decide whether to take an offensive or defensive posture.



Amid all the high-tech terraforming equipment and weaponry, there's still the opportunity for basic, "down and dirty" battles on a planet's surface.

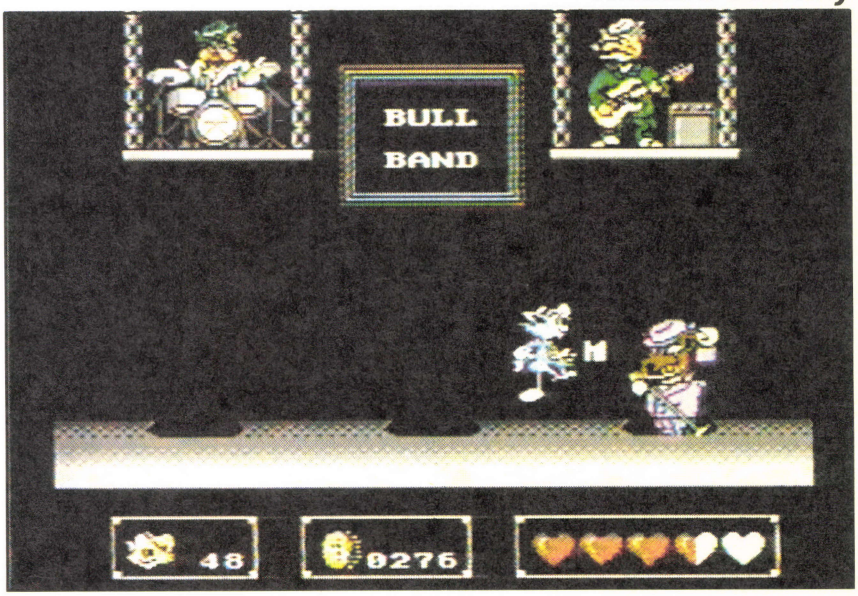
Virgin Games

18061 Fitch Avenue; Irvine, CA 92714

hot hits

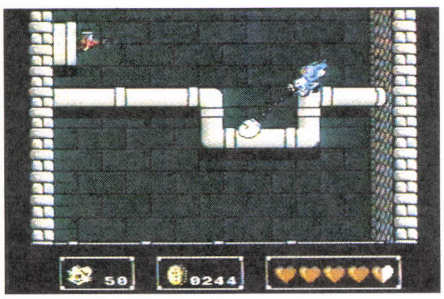
Rockin' Kats

Richard Lashley



The boys in Mugsy's Bull Band play some heavy notes at the end of Channel 1 — and they're aimed at *you*. Before you can attack the band members popping out of the floor, you must dodge their lethal chords and the beer mugs falling from the ceiling.

Willy can't believe what happened. Everything had been perfect: He and his girlfriend, Jill, spent a lovely evening prowling behind restaurants, eating meat scraps and enjoying the delicate light of New York marquees. Then Mugsy and his gang kidnapped Jill. Being a cat in New York City is tough — just ask Willy, the Rockin' Kat.

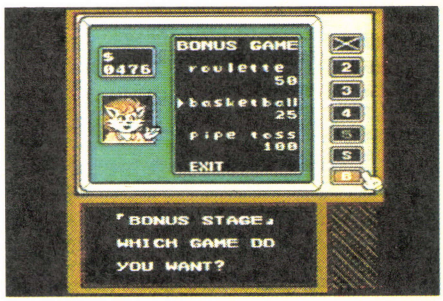


In the deep shafts in Channel 1, use your swing move to hoist yourself up to the next ledge. Watch out for the snipers perched in pipes on the walls, but remember that you can't be hurt by their shots while you're swinging.

Willy, however, has never been the type to avoid trouble by climbing a tree — something that Mugsy is about to discover. In Atlus's *Rockin' Kats*, you help Willy rescue Jill from the claws of that alley cat gangster.

Although its simple, cartoonlike appearance might lead you to believe all the screens in *Rockin' Kats* look basically alike, you'll really be surprised — the variety of screens is terrific. From skateboarding in a subway to jumping around on top of a plane, this game's changing scenarios keep you guessing where Willy will wind up.

Rockin' Kats was designed for the television generation. Instead of stages, you move from channel to channel, clearing each of enemies. You can also tune in to the bonus channel to play for extra cash or watch the shopping channel to buy helpful power-up items. The closer you get to the fifth level — and Mugsy — the more difficult play becomes.

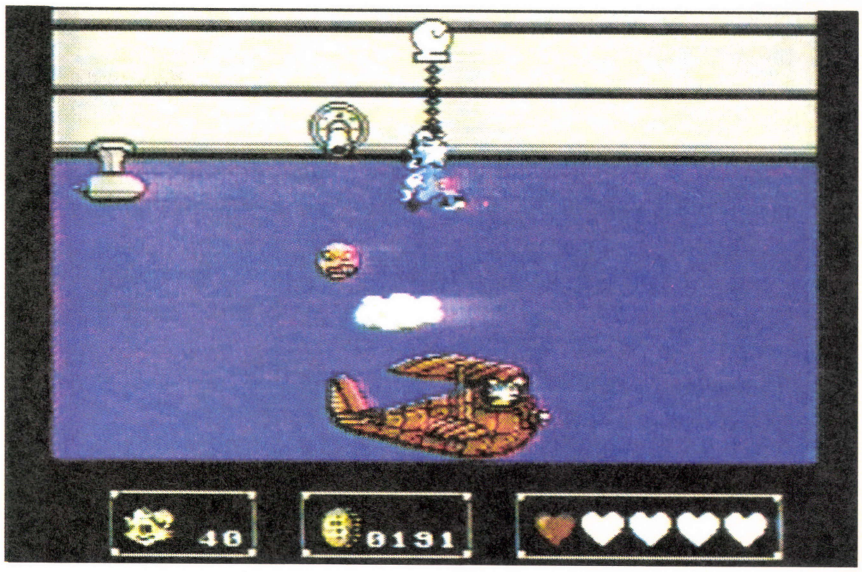


You pick the order in which to play the first four channels from the stage-select screen. From here, you can also enter the bonus channel to win extra money. After you win some cash, visit the shopping channel to buy power-ups.

In this cross-country chase, Willy needs more than a sharp set of claws. Besides his feline defenses, Willy also carries a punch gun. And by pressing the B button on your controller, you trigger a Super Punch, a huge boxing glove mounted on springs. Most opponents are flattened by just one hit, but others can take more punishment, so keep hitting them repeatedly.

If Mugsy's goons ever back you against a wall, try the Dash Attack to clear a path. Just face the wall and fire a Super Punch. The impact of the boxing glove against the wall shoves you backward through the attackers.

Your punch gun isn't just for knocking off Mugsy's thugs. By jumping up (using the A button) and shooting the weapon, you're launched into the air much higher than your normal jump can take you. Use the move during Channel 1, when you must climb up numerous shafts. Strangely enough, you use your gun almost as much for navigating obstacles as for hitting enemies.

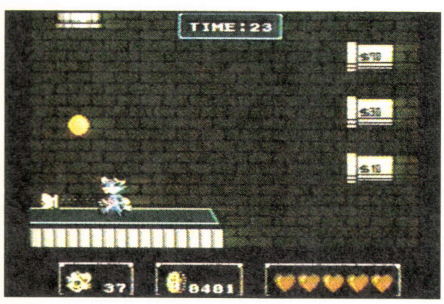


When you're high in the clouds of Channel 2, use your Super Punch to take out the turrets protruding from this massive blimp.

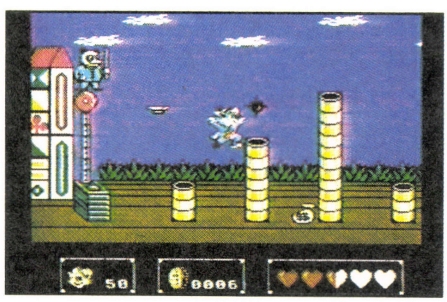
Your gun also has a "swing" capability that is perhaps your most valuable asset — and it's fun to watch, too. From the proper distance, shoot your glove at an overhead object to grab it, then press the B button to start swinging. Soon you become a whirling ball of fur, immune to attacks and easily able to knock enemies offscreen. Also, when you can't reach a ledge by jumping, use the swing move to hurl yourself up to the out-of-reach position.

Rockin' Kats is a charming game that may have simple graphics, but that also features great variety and some interesting character movements. But in spite of its cartoon appearance, which may have greatest appeal to younger players, it's a difficult game for skilled players.

GP



Besides punching and climbing with your glove, you can also catch objects with it. In this bonus round, you can win cash by snatching the balls and tossing them into the floating tubes.



Don't let the carnival atmosphere of Channel 3 fool you. With dish-tossing panda bears and tubes that squirt spiked balls, there are plenty of obstacles to keep you hopping.

Atlus
17145 Von Karman Avenue; Suite 110; Irvine, CA 92714

Ski or Die

Stephen Poole

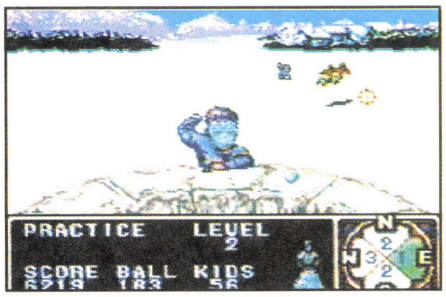
You can jump over the ski shop, but if you land on the roof, you can increase your score by making two jumps instead of one.

Even though snowfall is still a month or so away, Rodney, proprietor of the Skate Shop in *Skate or Die*, has decided to get a jump on cornering the winter-sports market. He's traded his skateboards for skis and has headed for the mountains to open a ski shop and resort. After a few games of *Ski or Die*, though, you'll probably get the feeling that Rodney should have stayed in town.

Rodney's always ready with a wisecrack for anyone who visits his ski shop.

If you've played either *Skate or Die* game, you'll feel right at home with the frosty action in *Ski or Die*. This winter-sports game uses the same format as *Skate or Die*, with up to six players competing in five different events. You can tackle events one at a time, or enter the marathon and compete in all five contests.

But your first stop is always Rodney's Ski Shop. If you hope to have a decent finish, take advantage of the practice option available here. After you've polished your skills, head back to Rodney's to register for competition.



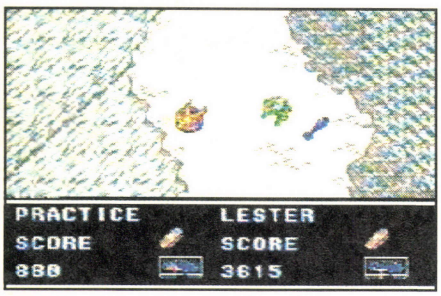
In practice mode for the Snowball Blast, you must guard the munchies that Rodney is saving for dinner. This kid must be pretty hungry — he keeps popping up right in front of you.

The first event is the Snowboard Half Pipe. As you hurtle down the tube, you earn points every time you pull off a stunt in the middle of the tube, on the lip, or going over a mogul. You can also score points by grabbing the Punk Penguins waddling down the middle of the trench, but you're better off staying at either lip of the tube.

It's on the lip that you really rack up points for ripping moves such as the 540°, the McTwist, and the 360° Back Scratch. As you move between either side of the tube, watch out for the Chainsaw-Totin' Bunnies — they can bring your wild ride to an immediate, painful halt.

The Snowball Blast pits you against a slew of kids who have noth-

If you have a turbo accessory, use it during the Acro Aerials. You can achieve incredible hang time, and that's a major factor in garnering a good score.



Although you earn points for every item you pick up in the Innertube Thrash, use the knife as many times as you can before grabbing the dart.

ing better to do than pummel you with packed powder. In the practice mode, you keep playing until the kids succeed in covering you with snow. When playing for keeps, you have one minute to ice 50 kids before you can move to another round. Accuracy counts a lot in this contest because you earn bonus points for any snowballs left over at the end of a round.

The key to success in the Acro Aerials is to gain momentum as you head down the ramp. Although the manual says to press left and right on the directional pad of your controller to increase your speed, using a turbo accessory and the B button practically sends you into orbit. Once airborne, don't waste time between maneuvers — scoring is based on how difficult your tricks are *and* how smooth a transition you make between stunts.

Next, you're off to a mountaintop for the Downhill Blitz. Speed is important here, but it's just as crucial to avoid a spill — you pick up 1000 points if you can finish without a tumble. Stay to the left after the first jump of your run so you can rack up extra points by jumping to the roof of the Ski Shop, then back down to the course.

In the Innertube Thrash, grab forks, lawn darts, and knives to puncture your opponent's tube. Your foe can also pick up weapons to deflate your chances of victory, but pumps and patches keep your innertube in top shape. Don't get too preoccupied, though, because the first competitor across the finish line earns 1000 points.

The Rail Slide isn't a difficult move, but watch out for the fir trees and snowmen lining the lip of the Snowboard Half Pipe.

Ski or Die probably won't hold your attention if you play videogames by yourself — if only one player registers to compete, the game becomes an extended practice session. And although there are five events in *Ski or Die*, only the Acro Aerials and Snowboard Half Pipe are really interesting.

But if you think three so-so events and two decent ones equal one good game, you'll be satisfied with *Ski or Die*. Otherwise, the lack of depth in each contest will probably sour your trip to Rodney's new establishment.

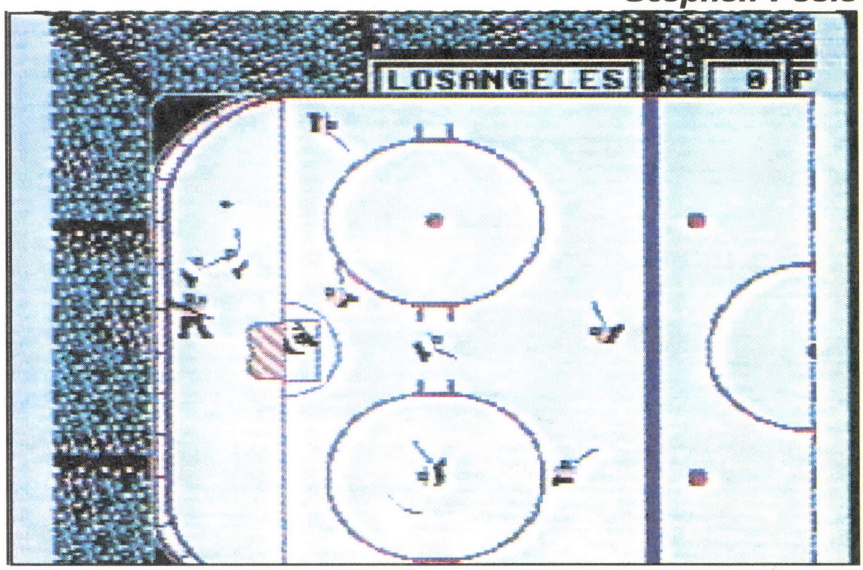
GP

Ultra
900 Deerfield Parkway; Buffalo Grove, IL 60089

hot hits

Wayne Gretzky Hockey

Stephen Poole



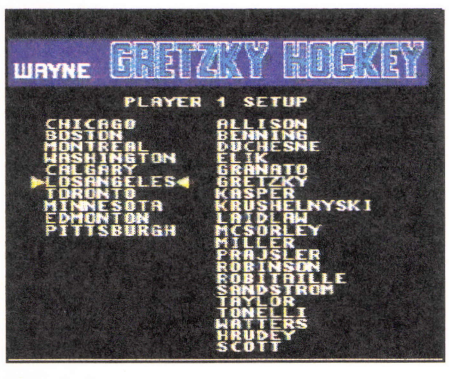
If a player hits the ice — especially near the boards — a penalty is almost sure to follow.

There's no figure more dominant in hockey today than the "Great One," Wayne Gretzky. Even people who aren't hockey fans have heard of Gretzky, the sport's all-time leading point scorer and the nine-time winner of the NHL's Most Valuable Player.

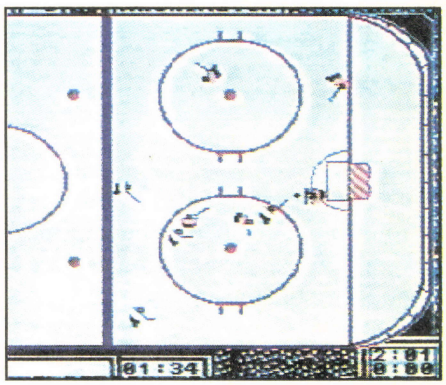
So when a hockey game for the NES bears Gretzky's name, there's good reason to expect a lot. *Wayne Gretzky Hockey* was designed in conjunction with Gretzky and other hockey professionals, and the attention to authenticity is obvious.

You can pick your team from ten NHL franchises, including Edmonton, Boston, Montreal, and, of course, Los Angeles (Gretzky's team). Each squad features a full complement of six players — this may be totally realistic, but with a dozen skaters on the ice things can get a little hectic, especially around the goal. (In the practice mode, teams are reduced to a center, two wingmen, and a goalie to make it easy to work on your shots and passes.)

All the rules of professional hockey are in force here — expect to get called for holding, tripping, icing, and even high-sticking. One quirk of *Wayne Gretzky Hockey* is that penalty-calling seems to be arbitrary. Check an opposing player for too long, and you might



Select your team from one of ten NHL franchises. Although the complete roster for each team is displayed, you can't make substitutions during a game.



When defenders wind up out of position, start working the puck toward the goal. You get at least one good shot on goal, and you're in a good spot to grab the puck should it bounce off the goalie.

get called for hooking, but a few minutes later the call will be tripping. Just remember: If a player hits the ice, a penalty is almost certain to be called.

You play the entire game from an overhead view, and seeing all your teammates is no problem. As for the puck — well, it's just as difficult to see it in a videogame as it is when a real-life game is broadcast on TV.

So *Wayne Gretzky Hockey* has all the ingredients of an accurate simulation — correct lineups, rules, and maneuvers. But is it enjoyable to play? The answer depends both on how much you like hockey and how advanced (and patient) a game player you are.

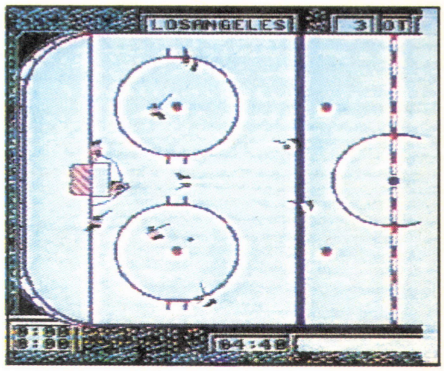
For example, passing is devilishly hard, especially when you're heading for the goal. You control passes with the directional pad of your controller, but you also use the directional pad to determine where you skate. That means if you're heading directly for the goalie, you have to turn and skate left or right in order to pass to a wingman. Don't be surprised if your passes go in some strange — and unwanted — directions. You can even see a pass go exactly opposite of the direction in which you're headed.

When playing against the computer, you'll find that opposing players have a knack for bringing the puck right up to your goalie and pounding it into the net. But if *you* try that move, you'll see your player lose the puck *and* get a mouthful of wood for good measure.

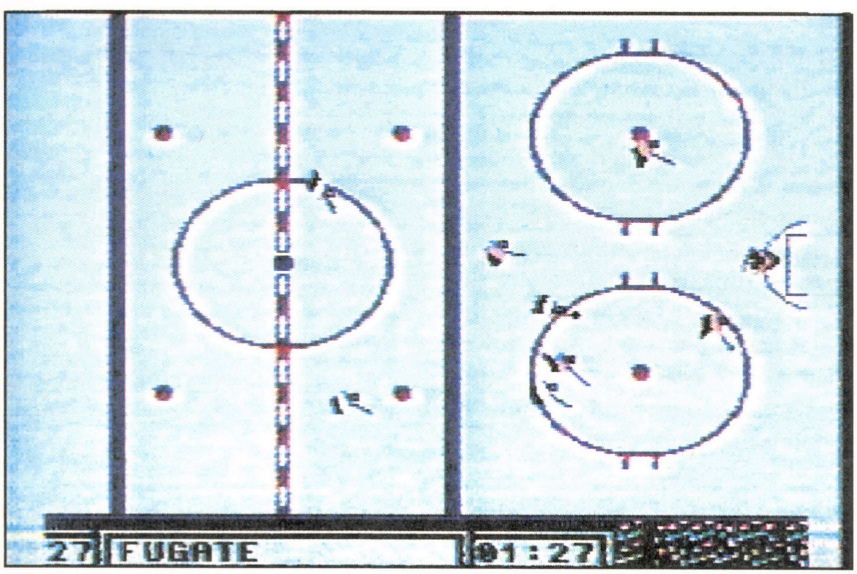
In addition, if you receive a pass when you've just crossed your opponent's blue line, your player swings the puck over the blue line, then back again. Besides looking very unrealistic, it also earns you an offsides penalty.

The box copy for *Wayne Gretzky Hockey* says that the game is for advanced players, and that's a fair warning. Gamers used to fast-paced action with numerous payoffs might tire of *Wayne Gretzky Hockey* very quickly. But if you're a serious hockey fan who doesn't mind investing some time in a game, *Wayne Gretzky Hockey* could very well bring new life to your Nintendo system.

GP



Put on the pressure when the opposing team has a player in the penalty box. You always have at least one man open to receive a pass, and passing is the key to scoring.



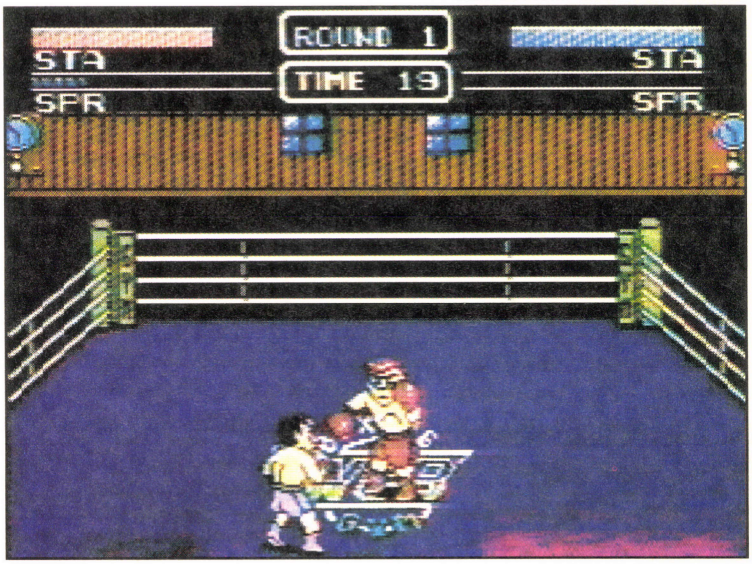
It's tempting to bring the puck right down the middle of the rink, but you're almost certain to have the puck stolen before you can pass or shoot.

THQ
5000 North Parkway Calabasas; Calabasas, CA 91302

hot hits

World Champ

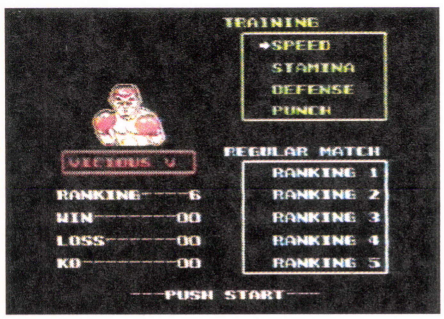
William R. Trotter



Watch the stamina bars at the top of the screen to see which fighter is holding up.

Any new NES boxing simulation has to go the distance against a genuine Nintendo heavyweight, *Punch-Out* — one of the most popular sports games in videogame history. *World Champ* may not displace *Punch-Out* as the championship title, but there's no doubt that this solid, well-developed simulation is a contender.

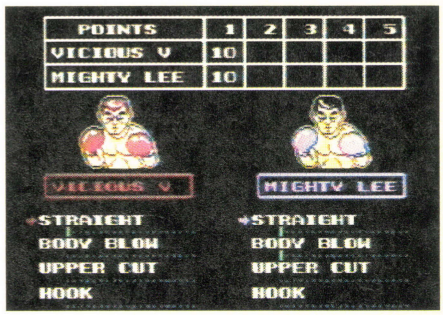
Besides, *Punch-Out* is a product of first-generation Nintendo technology and looks it — the graphics are coarse-grained and very cartoony — while *World Champ* looks much more up-to-date. Not only are the boxers realistic in appearance and movement, but the graphics are very sharp as well. It's safe to say that players who enjoyed the earlier simulation will probably enjoy playing *World Champ* just as much.



Train or know pain — before you compete, spend time improving your basic skills.

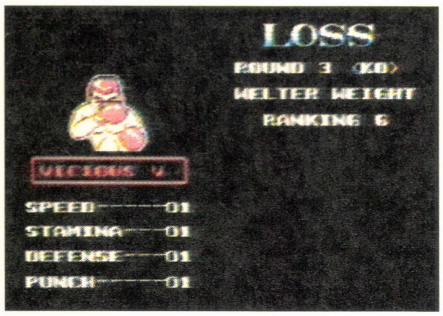
Three types of boxing matches are available in *World Champ*: the ranking game, the "vs." game, and the tournament. The object of the ranking game is to train, so you practice sparring with opponents before taking them on in real matches. You can select the type of training you want to emphasize, and the harder you train, the more your stamina, speed, and power are increased. Unless you enjoy eating canvas, spend some time training before going into actual competition.

You're also matched against contenders in the ranking mode. You advance in the game only after you've successfully sparred with the five top-ranking boxers in each class, from welterweight to heavyweight. When you've made the reigning champion in one weight class throw in the towel, you move to the next classification for an even tougher fight.

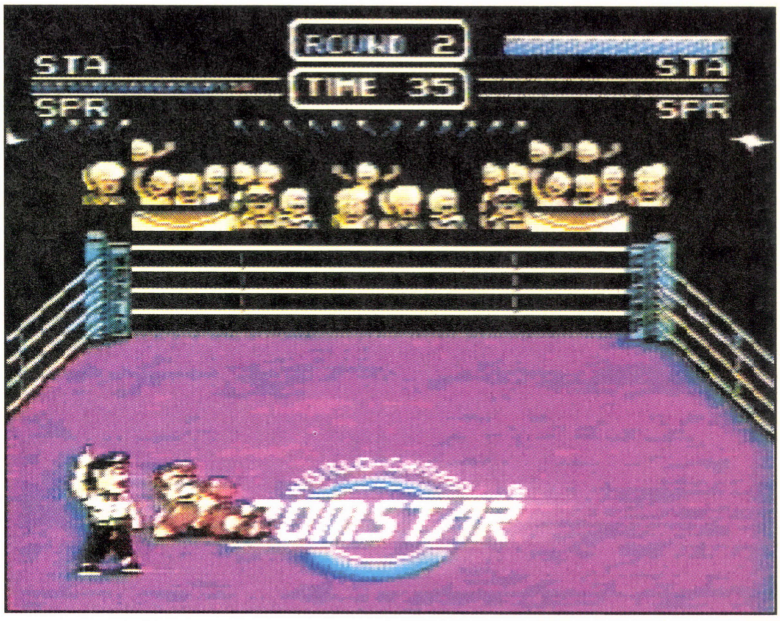


Study your opponent's stats when deciding how best to distribute your extra punch-points.

Two human players can duke it out in the "vs." game. Each player can select a saved, powered-up boxer (well-developed fighters are stored



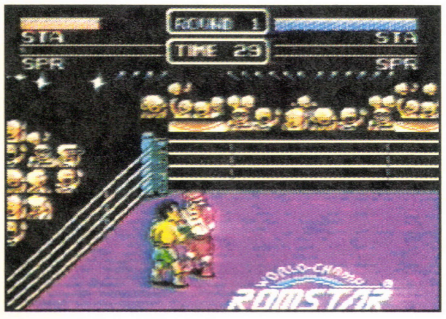
Even if you lose a sparring match, you still gain experience and expertise.



As satisfying as it is to clobber a computer opponent, you'll have more fun when you box in the "vs." game against a human contender.

under passwords, which are issued during the ranking game).

In the tournament mode, *World Champ* can be played by 3 to 8 contenders in a grueling contest of elimination. While the computer-controlled opponents in *World Champ* are certainly aggressive and skilled, they can't come close to providing the fun you'll have challenging a friend.



Both graphics and animation are very good in *World Champ*.

Boxer movement is directed by combinations of the controller buttons and directional pad. The A button is for offensive moves (straight jabs, body blows, hooks, and uppercuts), and the B button is for defensive moves.

As you gain rank and develop your fighter's skills with training, you receive extra punch-power points, which you can distribute as you wish before your next bout. One good strategy is to study the stats and figure out to what sort of punch your opponent is most vulnerable, then pour *all* of your power-points into that one wallop. You may not connect very often, but when you do, you'll put your opponent down for the count.

Defensive moves are also important. Duck down to avoid straight punches, sway back to get away from body blows, and protect yourself from an uppercut by blocking it with your arm. It's best if the player generates his own defensive tactics, but the game itself supplies basic defensive moves, even if the player doesn't bother to select them.

World Champ should appeal to any serious boxing fan. Romstar has designed it with care and created some excellent animation and graphics. Altogether, it's a welcome addition to any library of sports games.

GP

Romstar
22857 Lochness Avenue;
Torrance, CA 90501

BURAI FIGHTER DELUXE

Phill Powell

This is hot stuff — and definitely not just another shooter. *Burai Fighter Deluxe* is the kind of blast-from-the-past that first made shoot-em-ups popular.

The keys to *Burai Fighter's* success are its fiery action and smooth pacing. You travel through areas where trouble surrounds you and the action never slows down, then you get an occasional break so you can catch your breath before heading into the thick of it once more.

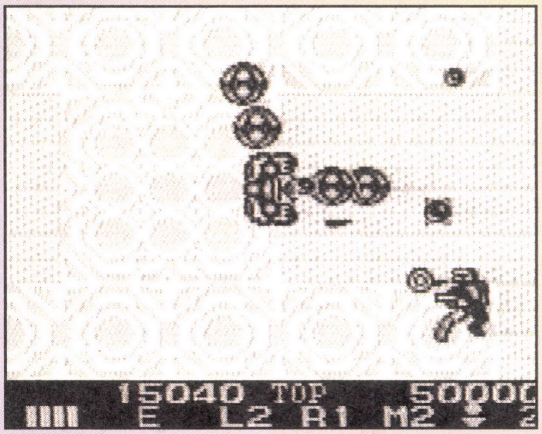
Taxan's *Burai Fighter Deluxe* takes some trial-and-error game play. During your first run, the odds are that you're going to get ambushed by a space creature appearing from nowhere or catch a stray alien missile. But if you've got quick reflexes and can remember the patterns of the aliens, you'll get a little farther in the game each time.

There's another reason for paying close attention as you glide through the five Burai bases. The game scrolls — but not just left to right. When the scrolling changes direction, you're often given a choice of rooms and passageways to enter. Sometimes these places are traps — you can get in them, but you can't get out. The game keeps scrolling, and you eventually reach the border and explode.

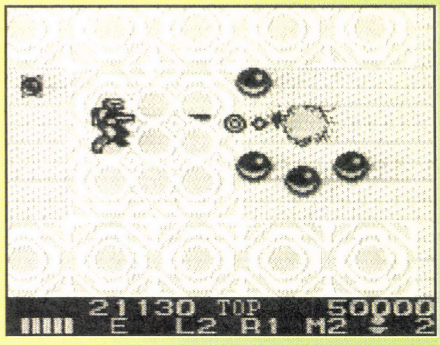
Since this is a shooting game, it's hardly surprising that your weapons are even more important than the proton pack that allows you to fly. You have three choices of weapons: lasers, missiles, and rings. Each weapon can deliver the goods — especially when it's maxed out to its full powerhouse strength. There are slight differences in the weapons' effectiveness, though, particularly against the huge alien beasts that serve as the guards of each base.

HINT

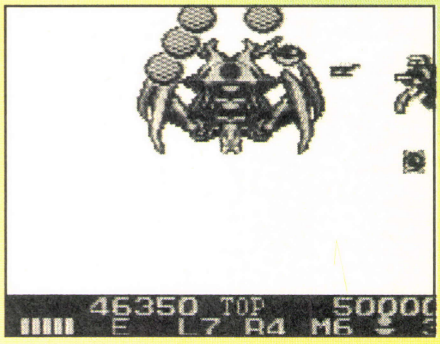
When you beat *Burai Fighter Deluxe* on its Ace difficulty level, an entirely new skill level becomes available. However, this Ultimate skill level isn't noticeably different from the Ace level. The Burai bases and mutant aliens are the same, although some of the characters seem to move a bit quicker than before.



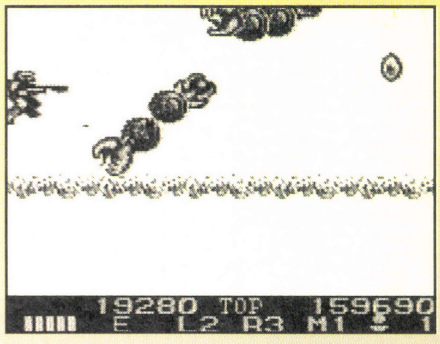
This enemy shoots explosive balls that blow up when they hit you. Move to the top or bottom right corner and let the balls follow you, then slide down or up until you're safe.



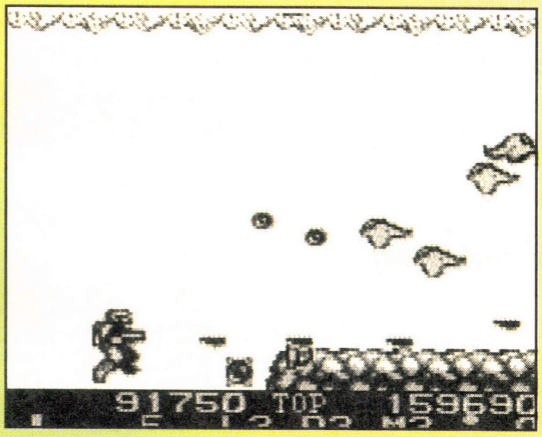
You really have to throw a lot of shots at the eyeballs. When they explode, multiple eyeballs will shoot out from the original one. Be prepared to move fast and get out of their way.



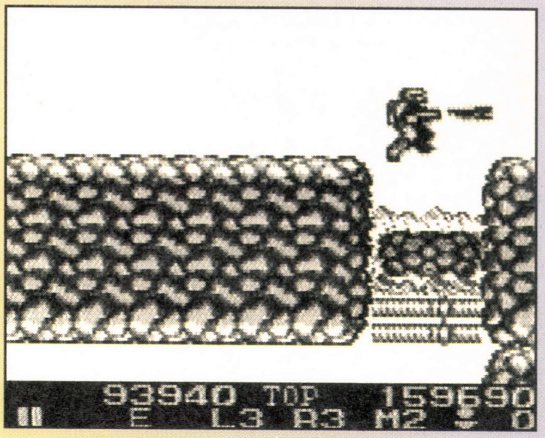
When you tangle with Giganticrab, blast his left eye, then slide over to the far right. Now work on his other eye, being careful not to get near his flailing tentacles.



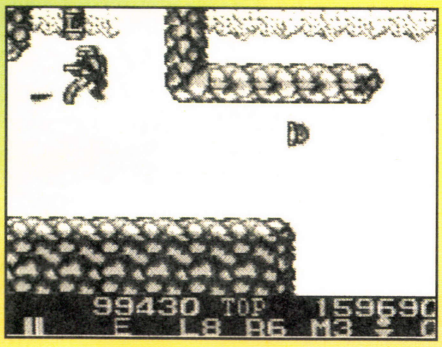
Jawsipede begins as one long segmented worm, then splits in two. Don't get too close to the sides of the screen — you can't tell where one of the Jawsipede creatures will appear.



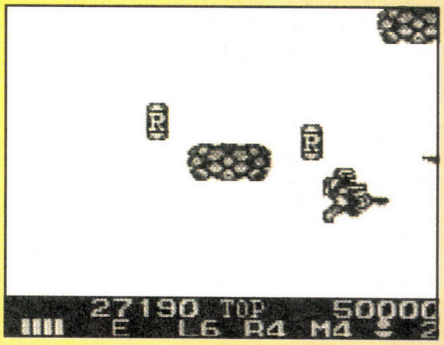
The third level is probably the most difficult and intense. Right out of the gate, you must grab the rotating pod. When you approach it, you're targeted by several different types of enemies.



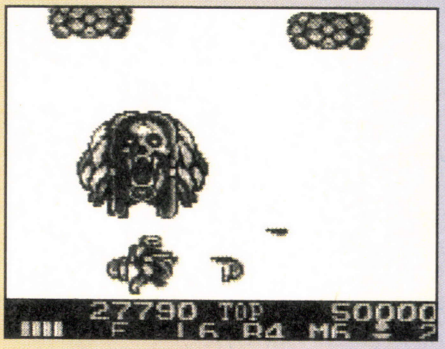
A series of rocky platforms descends here. Wait until the second or third one starts falling, then once it's below you, follow it down. If you follow the first platform, you'll be crushed by the second or third one.



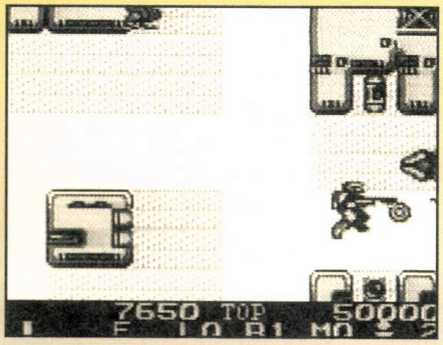
Hop on this power-up, then immediately drop down to the lower platform. A boulder comes crashing at you from the left side, so be ready for it.



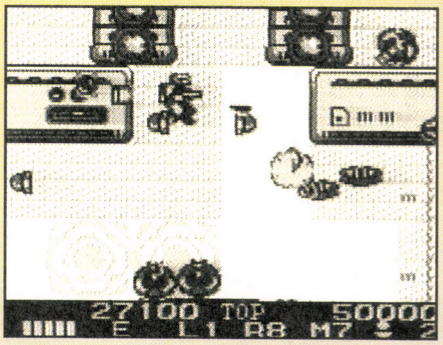
Slide underneath this falling platform, then backtrack so you can safely snag the two power-ups.



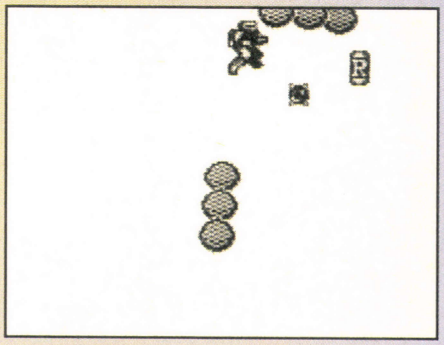
The falling platforms around Fangskull make this supermutant tough to destroy. He's most vulnerable on his underside, so try to position yourself beneath him.



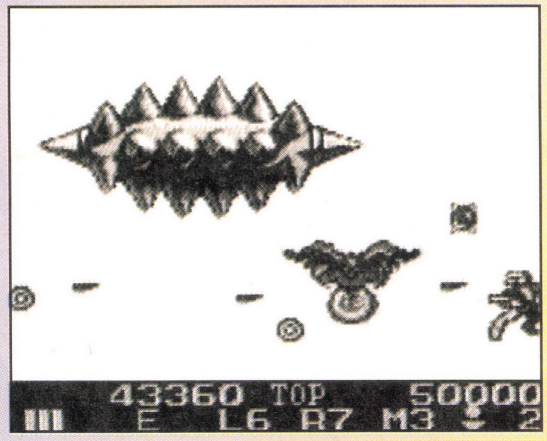
Here are more power-ups — and a possible ambush. A Gripper zooms in on you from the right, but not until you've retrieved the power-ups. Be ready to zap that alien.



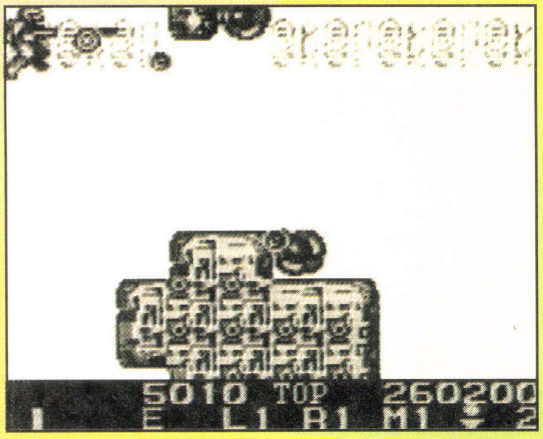
Once you come down through the gates, move to the lower left. This gives you an ideal firing position to shoot the two mounted guns and the mutants flying toward you.



The screen has gone almost blank, which means that it's time to fight another supermutant guardian. This may be your last chance to grab a power-up before going into battle.



The Torchwing, the smaller creature, is actually your target. But you're busy avoiding her guardian, which starts from one side, then speeds over to you and tries to ram you out of the picture.



In the fifth level, you travel upward until you're between the two enemy stations, then you start descending between platforms. Follow this pattern: left, right, left, left, right, left, left, right.

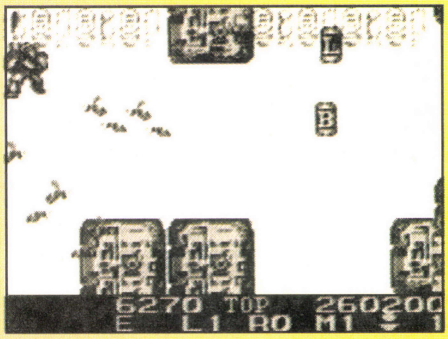
HINT

Here are the passwords for levels 2 through 5:

GBHL.....Level 2 MHCB.....Level 3
CDMN.....Level 4 KDPG.....Level 5

And here's the Ultimate password:

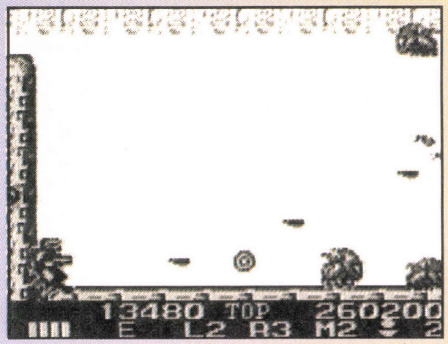
GDCP.....Level 1



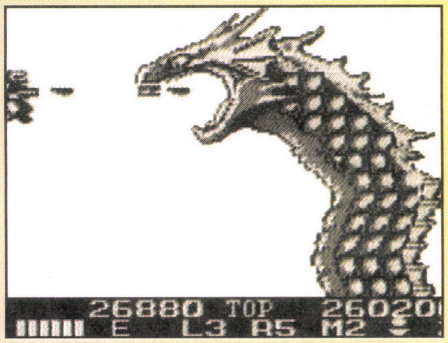
You come out of your downward journey and squeeze through this small gap. Two flocks of flying mutants come after you, and things get hectic. Detonate a cobalt bomb to clear out the aliens.

Taxan

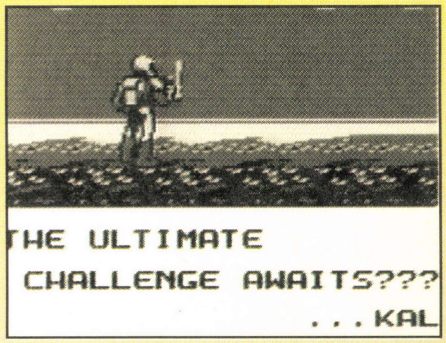
161 Nortech Parkway;
San Jose, CA 95134



It's easiest to zap these Creepcrawls when they land on the platform and scurry along right in front of you.



The last mutant-guard is the toughest. Slimedragon starts on the right, then charges. Position yourself on the left so you can fire right into his mouth. When he charges, drop straight down and avoid his shots.



What? There's more? After beating the game on its Ace level, you're presented with one more challenge—the Ultimate level!

MEGA MAN IN DR. WILY'S REVENGE

Gary Meredith

Will Dr. Wily ever learn? Evidently not — he and his army of robot masters are back, ready to take another shot at conquering the world. In this new Capcom adventure, you guide mighty Mega Man against Wily's eight robots and deadly creatures which inhabit the mad scientist's factory. If you defeat these enemies, you face the demented Dr. Wily himself in a final (?) showdown.

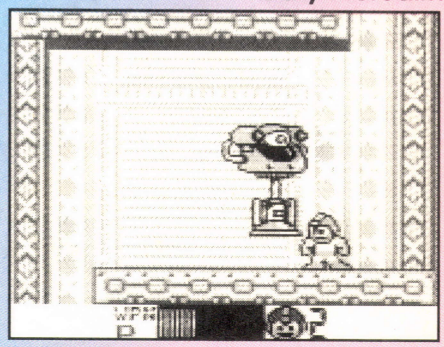
Four of the Robot Masters — IceMan, ElectricMan, CutMan, and FireMan — must be found and chased out of their mazes before you even arrive at the doctor's hideout. And if you make it past them, you've still got QuickMan, HeatMan, BubbleMan, and FlashMan waiting for you inside. The key to success is a combination of fancy footwork, dead-eye shooting, and a knowledge of which weapon works best against each enemy.

You begin with Mega Man's trusty plasma cannon, but you increase your power each time you defeat a robot master because you get to keep his weapon. Since certain weapons work best against specific enemies, the order in which you fight the first four robots is critical. You should also keep an eye on your energy and pick up as many vitamins and minerals (left behind by the other robots you destroy) as you can.

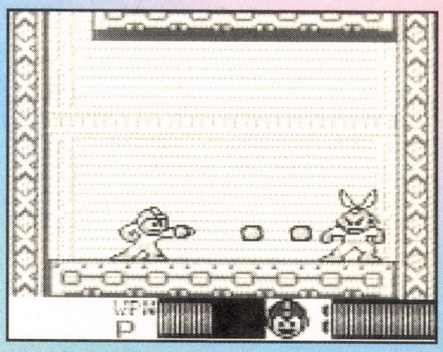
The legions of Mega Man fans will find this Game Boy version a great addition to the series, while those new to the saga will find *Mega Man in Dr. Wily's Revenge* an action-packed introduction. There's plenty of excitement for everyone, the graphics are simple but good — and besides, how could anyone pass up a chance to put rotten old Dr. Wily in his place once again?

HINT

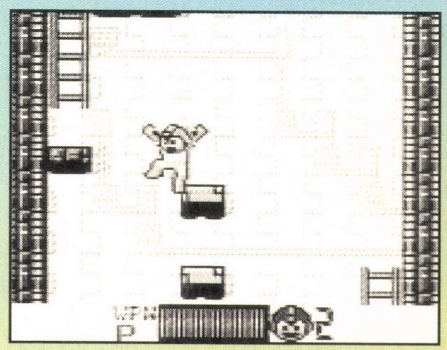
Whenever you have to cross a long distance under fire, try to use the objects in a room for defense. Often the safest way from point A to point B is the *least* direct route.



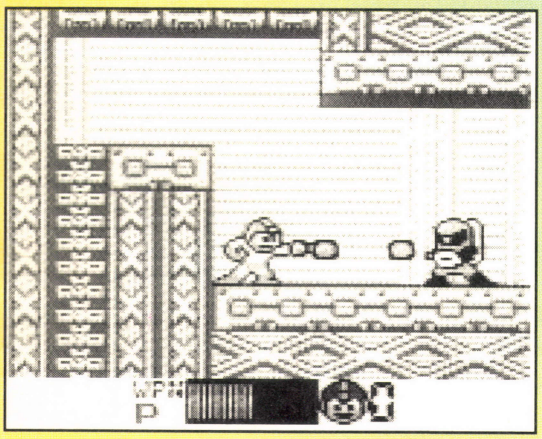
Here's another past acquaintance who has returned to bedevil you. Wait for his highest hop, then run under him. You can fight, but it's better to try to avoid a confrontation.



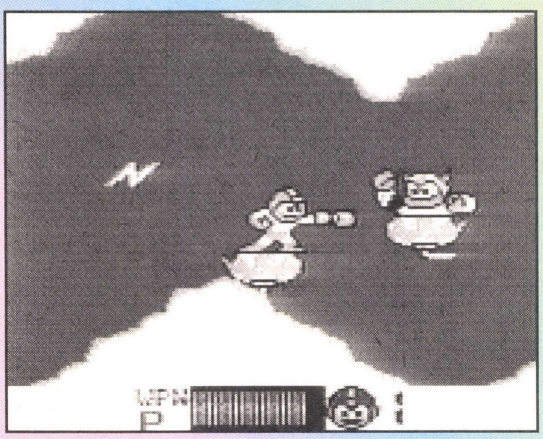
When battling CutMan, you're better off staying out of the corners. Keep moving — and wait for a good shot.



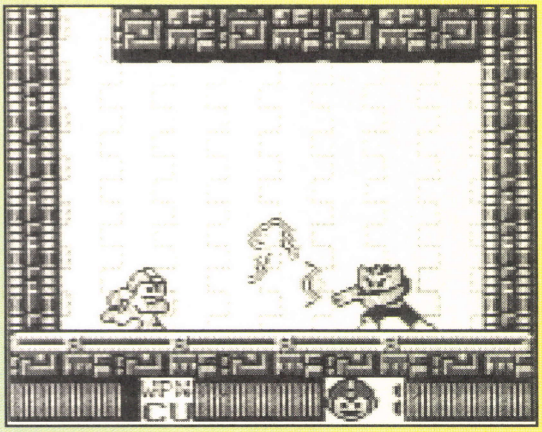
As soon as you land on the lower platform, leap up so that you're in position to land on the upper ledge as soon as it appears.



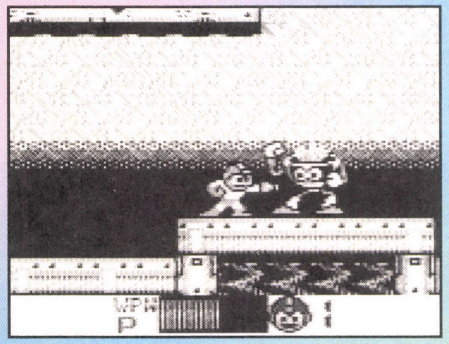
Here's an old friend from past Mega Man adventures. As always, you can only hurt him when his shield is raised for firing.



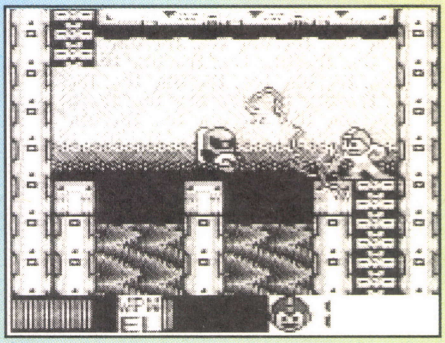
You must destroy this enemy in order to provide a floating platform on which you move to your next foe.



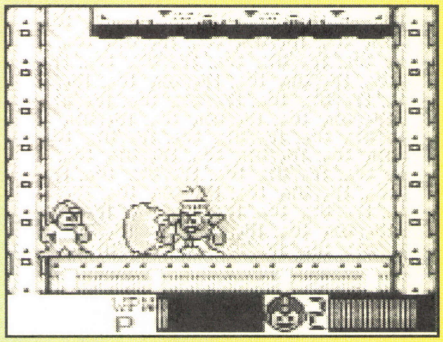
Now that you have CutMan's blade, your duel with ElectricMan should be easier. Just remember that his electrical discharge takes an erratic path.



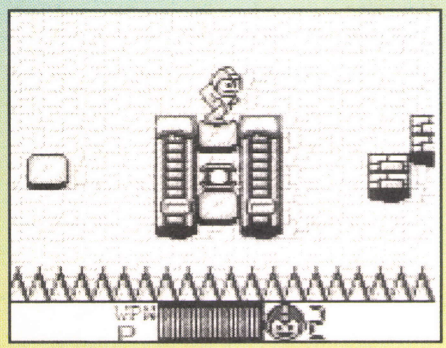
You find these guys throughout Dr. Wily's domain, but you can attack them all in the same way. Just get in *very* close and keep firing.



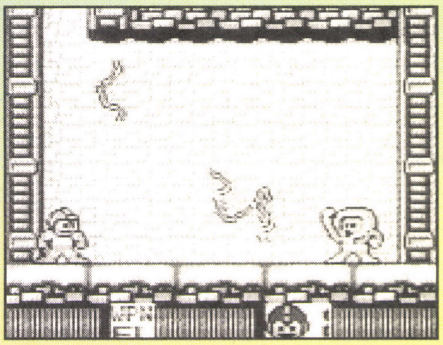
If you have ElectricMan's sizzler, you can attack these guys even when the shield is activated.



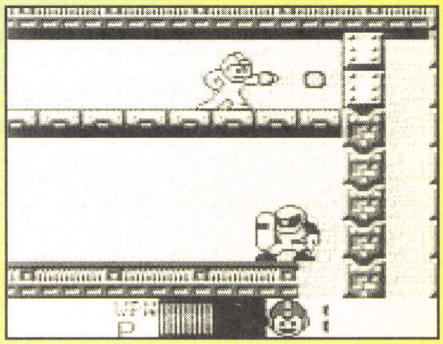
Your battle with FireMan will be in vain unless you've saved plenty of energy. Avoid the fire walls and get in close to fire.



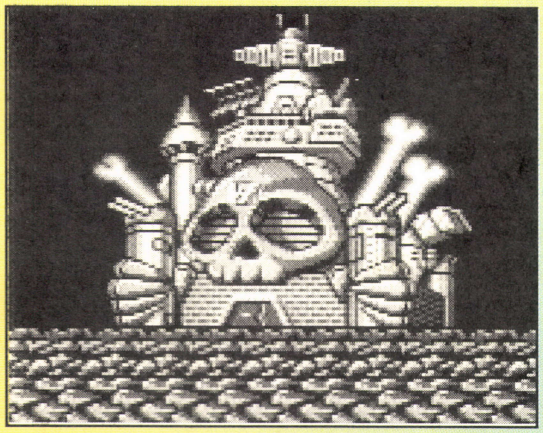
Standing still too long in IceMan's realm can be a problem. Here, however, you should stop long enough to melt the upper block so that you can grab the power-up.



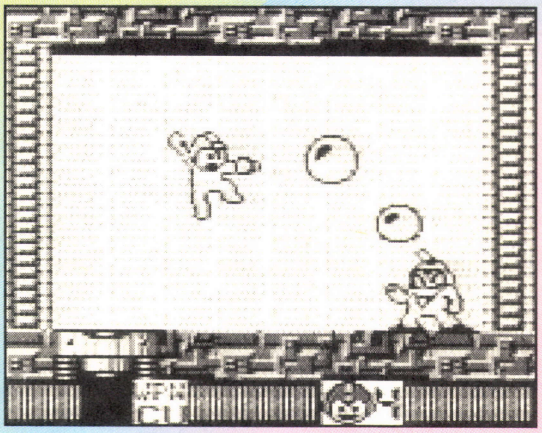
If you have ElectricMan's sizzler, IceMan is one of the easiest enemies to defeat. Three shots is all it takes.



Your basic plasma cannon is all you need to break down this partition, but be ready to change quickly — there's a little friend waiting for you below.



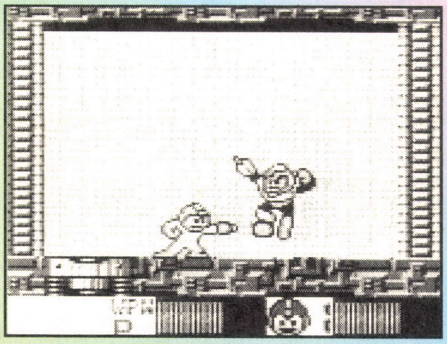
You've had it easy until now. The *real* challenge begins inside Dr. Wily's factory complex, starting with four new robot masters.



You should fight BubbleMan first because his weapon is the key to progressing to the next boss. Just keep moving, and fire whenever you have an opening.

HINT

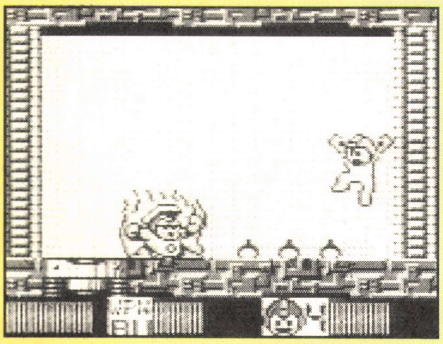
When in doubt, just keep moving. In most situations, the worst thing you can do is stand still. This is particularly true in the boss stages, where maneuvering room is at a premium. A robot master would like nothing better than to trap you in a corner and pound you into so much mega-scrap.



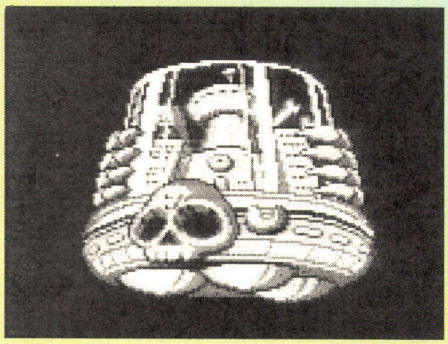
If you've managed to gain control of HeatMan's flame weapon, then FlashMan's time-stopping weapon can be overcome quite easily. Hold down the B button on your controller to accumulate one powerful blast.

Capcom

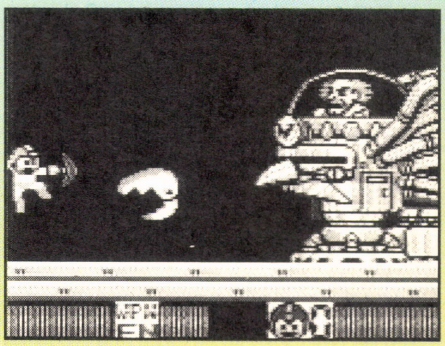
33303 Scott Boulevard; Santa Clara, CA 95054



Since his weapon spreads fire throughout the chamber, HeatMan poses a big problem. Keep moving to elude the flames—and use the bubble lead when you can.

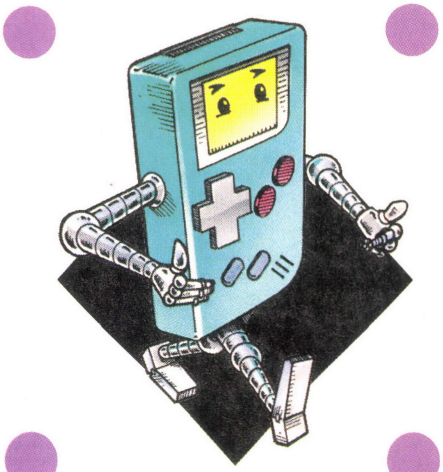


Even after you've defeated the second set of robot masters, you still must go against this formidable-looking fellow to win his mirror-buster weapon.



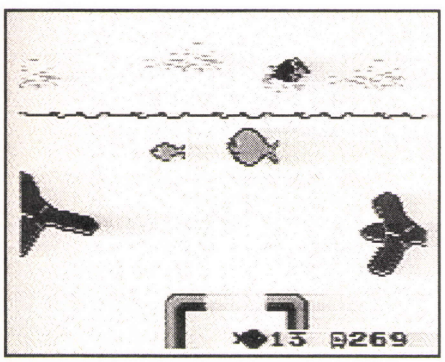
At last you've come face to face with the deadly doctor. His battle machine looks imposing, but if you aim for the cockpit, you should be able to make short work of it.

Fish Dude



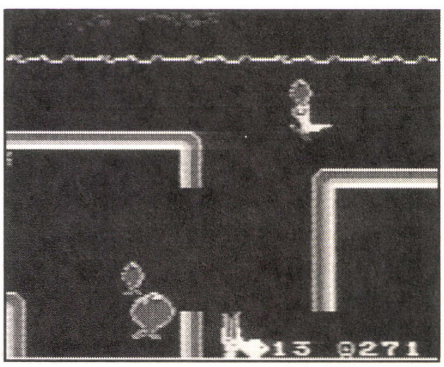
Brian Carroll

A better name for **SOFEL**'s *Fish Dude* might be *The Food Chain*, because the game cartridge holds a miniature version of our entire ecological system. The title character, billed as "the raddest fish around," swims about swallowing up loads of smaller fish. Unfortunately, our gilled hero is only the middle link in this adventure's three-link food chain. That means even bigger fish want to make seafood out of Fish Dude. And, to add to his troubles, he has sea gulls and cats chasing him as well.



You can avoid your predators by leaping out of the water.

The point of this eat-or-be-eaten exercise is to advance the Dude through three stages of undersea activity. Each stage is comprised of three sublevels, which gradually get more difficult. This means that the fish get bigger and the terrain grows more treacherous. You progress by escaping your enemies long enough for Fish Dude to gobble up a set number of guppies before his time runs out.



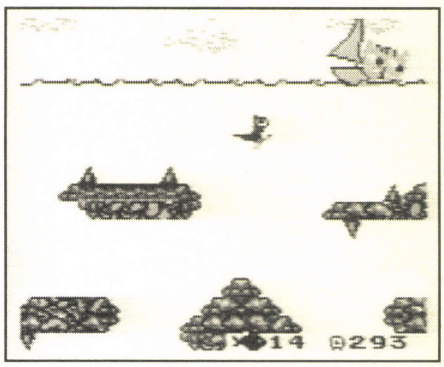
Octo Dude is a welcome friend. Bump up against him and you'll enjoy a brief period of invincibility.

You shouldn't worry about your time limit too much, though. You get plenty of time to collect your fish, so you should concentrate on survival, not on beating the clock. You're given only three lives in which to complete the game, so preserving these lives should be your top priority. The clock becomes a real factor only in later stages, when the number of fish you must devour increases if you're too slow catching your meals.

Fish Dude is a good dramatization of the "survival of the fittest" theme. Unfortunately, the game wasn't meant to teach ecology lessons. As an entertainment for the Game Boy, which *is* what the game was designed to be, *Fish Dude* is a bit fishy. For starters, you find the exact same play action throughout the game. That's a considerable problem, since there isn't enough variety to sustain interest in the premise: eating small fish while fleeing predators.

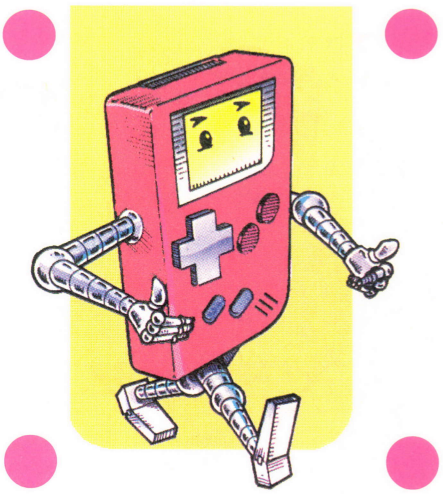
The graphics, too, fall flat. The fish are plain, and the sea gulls resemble flying moustaches. That's a shame, because a game like this sinks or swims on the charm of its characters. *Fish Dude* doesn't make it very far above the ocean floor.

GP



We all know that cats love fish, especially around suppertime. Be careful to avoid them.

Navy Seals

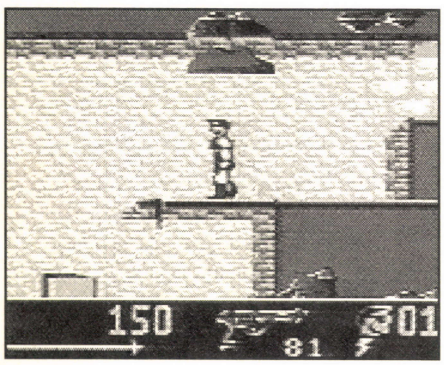


Jeff Lundrigan

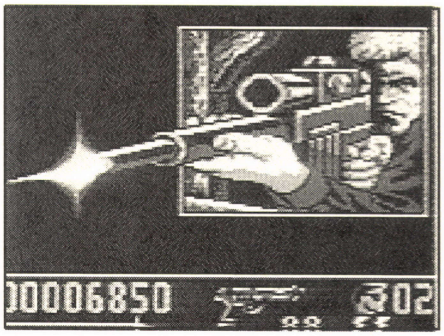
When a naval helicopter is shot down and its crew is kidnapped by terrorists, there's only one thing for the navy to do: send in its most highly trained and best-equipped fighting unit — the Seals.

Ocean of America's *Navy Seals* is based on the movie of the same title, and follows the action pretty closely. You must work through the game's four levels, find the hostages, and rescue them. Each level is a fairly large maze, and you have to fight your way through the maze in the time allotted — amusingly represented by a burning fuse along the bottom of the screen.

Along the way, you'll be attacked by an army of terrorists, through which you'll have to shoot and jump. You're not exactly alone, though — the Seal sniper sits high above the action,



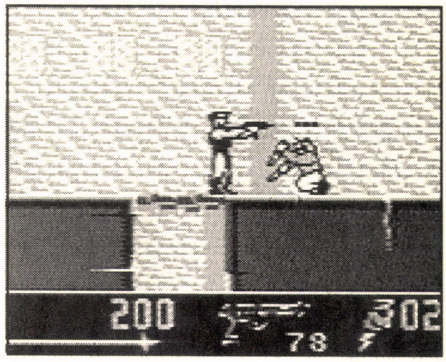
During stages 2 and 4, chunks of the ceiling have a habit of falling on your head. You can spot these chunks, though, and avoid them by quickly moving back out of their way.



When in doubt, don't be afraid to call on the sniper. He's a kind of "smart bomb" that destroys all enemies on-screen.

waiting with a precision .50 caliber rifle to lend backup support when you need it. You can call on him for help only a limited number of times, however (indicated by the number of lightning bolt symbols you collect).

In addition to the lightning bolts, there are a number of other special items ready for the taking, ranging from simple score bonuses to extra lives. Unfortunately, there's only one weapon power-up that allows you to use a submachine gun instead of the pistol you start with. It usually takes two pistol shots to kill your enemies. While the submachine gun kills enemies with



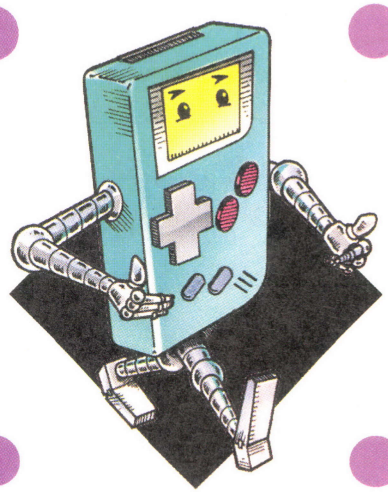
These knife-carrying terrorists can't be shot from the front, so jump over them and shoot them in the back. It may seem cowardly, but it's the only thing that works.

just one shot, you have only a limited supply of ammo for it.

Although there are no passwords or continues, the game does have a practice mode, so you can play through a stage as many times as you want before taking on the whole game. The graphics are excellent, especially during the title and story screens. *Navy Seals* won't win any awards for originality — you've played this kind of run-jump-and-shoot game before — but it looks good, and it's *very* challenging.

GP

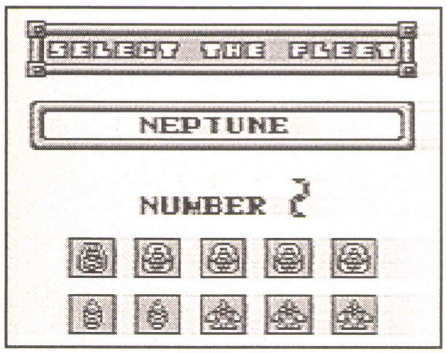
Power Mission



William R. Trotter

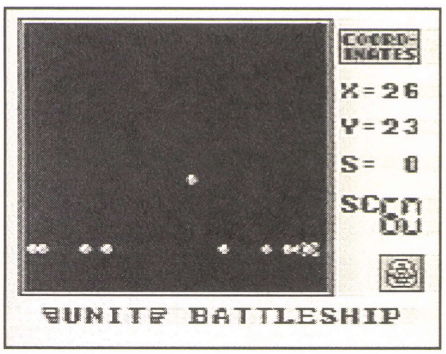
Good battle games for the full-sized Nintendo are rare, and for the Game Boy, even rarer. *Power Mission*, unfortunately, is not one of them.

Battles take place on a grid-covered map, 27 by 27 squares in size, which depicts land, deep sea, and shallow water. You select the setup of your fleet from among six types of units: a flagship (when it gets sunk, you're history), battleships, cruisers, destroyers, subs, and aircraft. Each ship has a particular set of weapons and can travel at various speeds. Some can venture into shallow water, while others can't — but that seems to be the only meaningful effect terrain has on the game.



Part of the trouble with *Power Mission* is that all the tiny ship icons tend to look alike — and not very much like ships, either.

You position your units, then use radar searches to locate the enemy. When you've found an enemy unit within range, you can fight it with one (and only one!) weapon per turn. Running away is possible, but since each grid-square of movement causes you to lose one of your precious "survival points," so most players will try to keep movement to a minimum.



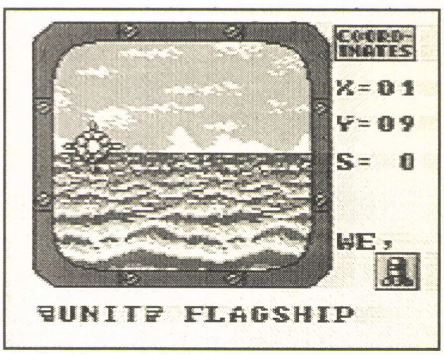
Position and maneuver your ships by means of this radar screen.

This odd feature turns most battles into dull slugging matches between you and the computer—with all the advantages on the computer's side.

In terms of graphics, *Power Mission* is below average. The tiny ship icons (which don't look much like ships to begin with) all tend to look alike. You never see anything sink, and when the game is over, you don't even get to see a tally of how much damage you did to the enemy.

The battleships don't have any 16-inch guns, yet the flagship (whatever kind of vessel that may be) is armed with torpedoes, for some reason that we couldn't understand.

There is a two-player option, and to be fair, *Power Mission* plays a good deal better that way. But that alone is not enough. This is a vague and lifeless battle game, in which the rules themselves make it almost impossible for the player to use any real strategy. *Power Mission*, by **NTVIC**, is not recommended.

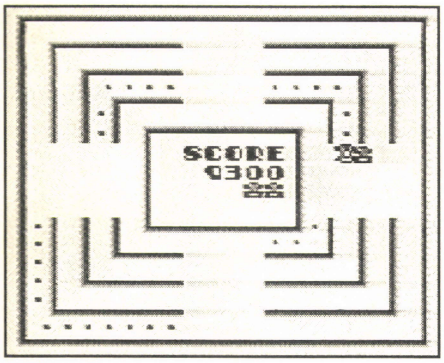


This is what the battle scenes look like...exciting, huh?

GP

Power Racer

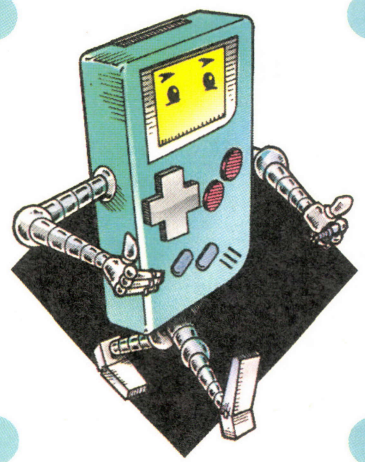
Who says a game has to be complicated to be fun? Surely not the people who have played *Power Racer*. **Tecmo**'s action/maze romp looks like an old Atari game, so basic are its graphics. You'd never suspect that it could ever make a fan out of you — that is, until you play it.



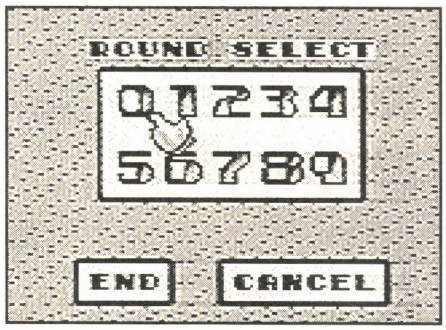
Shaves only get closer than this in razor commercials: you almost collide with your opposing driver in *Power Racer*.

Like some other surprisingly entertaining and addictive games, *Power Racer* doesn't rely on dynamic screens to provide its excitement. It isn't much to look at, but it draws you right into its action.

The idea behind the game is simple. You're driving a small Formula One car through a maze, which is constructed of four rectangular tracks of different sizes. The tracks are covered with power points that you retrieve by riding over them. You've got to clear all these dots off the track before you advance to the next round.



Phill Powell

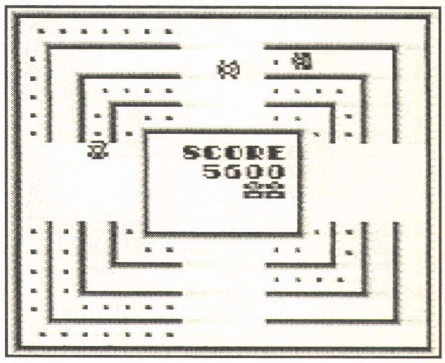


You don't have to start at level 0, but this screen will let you work your way up from the bottom if you so want.

Normally, this task wouldn't require much more from you than just being awake enough to perform it. What complicates your job, though, is an opposing driver determined to stop you in the boldest way possible. This suicide racer tries to wheel into your path and crash into you head-on.

Your main ace in the hole is your ability to alternate between two speeds. This is crucial, because if there was ever a game where timing counted, *Power Racer* is it.

Naturally, your main goal is to stay the heck away from the maniac aiming his car at you. There are some subtle strategies that can help you do this, like waiting until your opponent commits himself to a piece of track before entering your next section.



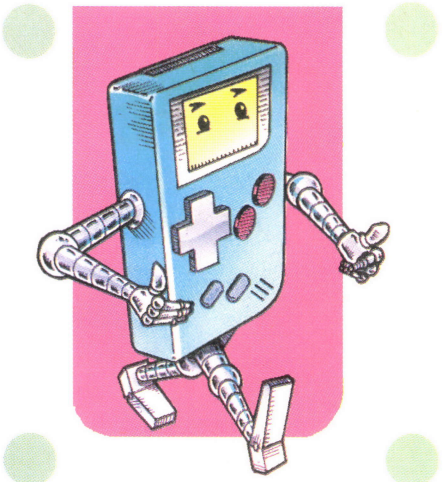
By the time you've reached level 6, you have one more racer to deal with, as well as a lot more headaches.

Power Racer is really a game about making choices — you're always selecting your next stretch of path, and each choice could spell your doom if the other driver chooses as you have. Later rounds offer other complications, such as an added opponent to dodge.

You can also play a friend via a video link cable. All you have to do is hook up two Game Boys and decide who'll drive as the Power Racer and who'll race as the maniac.

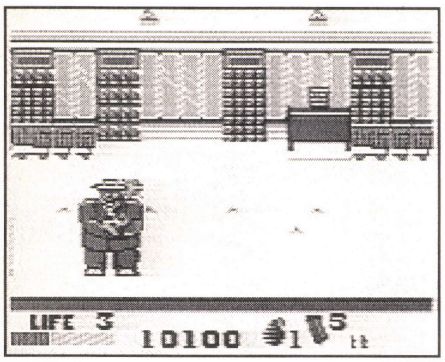
GP

The Punisher



Jeff Lundrigan

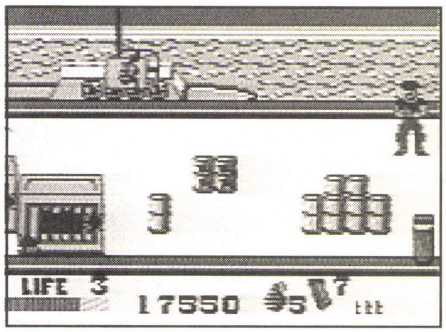
Frank Castle had been a war hero, police investigator, and dedicated family man — a real all-American guy. Then his family was ruthlessly gunned down by mob hitmen during a gang war. Haunted by the deaths of his wife and children and sworn to their vengeance, Frank Castle armed himself with the most powerful weapons he could find and became a one-man crime-fighting army. He became the Punisher.



The mob boss at the end of the mall stage is tough. Aim for his head and shower him with grenades.

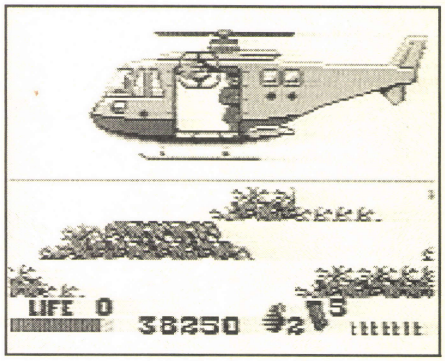
LJN's *The Punisher* is built like a classic shooting gallery, with enemies walking in from the sides or popping up from behind on-screen objects. You move the gun sight over them, push the fire button, and shoot 'em to pieces.

Occasionally, the crooks you kill will leave behind bonus items, like extra ammo, life energy, or more powerful guns. Some objects, like shop windows and crates, will give up bonus items, too. The only problem is that your ammo supply is limited, and you don't know which objects will yield bonus items. If you waste too much ammo blasting away at the background, you'll run out of bullets.



In your search for bonus items, almost every window in the game can be shattered, even the windows of the boats docked at the marina in stage 2.

The creeps you face in the later parts of the game are better armed. There's no way to avoid taking damage in the later stages, but you can be selective about which enemies to kill when a lot of them are on-screen. Learn which enemies are the most dangerous (like the one firing the howitzer gun, for example) and try to take them out first. By playing smart, you can cut down the damage that you take.



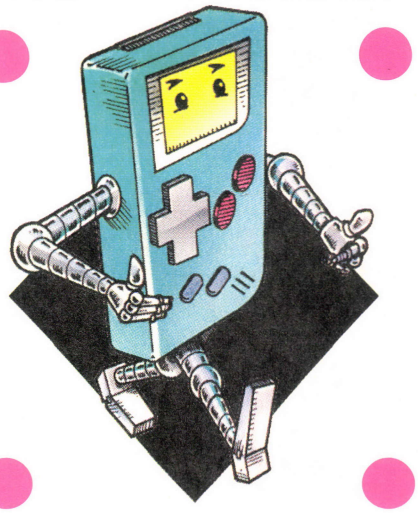
At the end of stage 3, destroy the helicopter's engine first. That'll keep the chopper from moving and make it easier to shoot the soldiers who jump out of it.

The only other thing you have to worry about is avoiding innocent bystanders. During the first two levels of the game, you'll occasionally see people in the shooting area — women with shopping carts, guys fishing off the pier, and so on. If you kill them, you'll lose about half your life bar.

The Punisher is a game with a very simple premise: Blast the bad guys before they get you. Even though your goal is plain and simple — kill or be killed — there's just enough strategy to keep the action interesting.

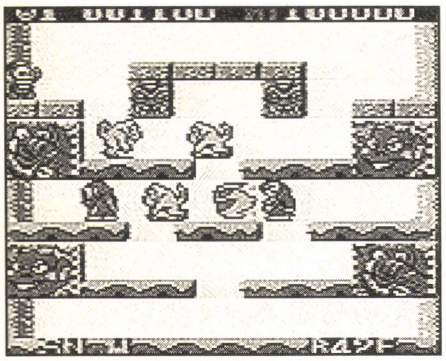
GP

Snow Bros., Jr.



Richard Lashley

Snow means a lot of different things to people. For children, it can create an unexpected school vacation. For grown-ups, it might mean slow traffic and messy streets. But, to other people, snow is a weapon — just ask Nick and Tom, the Snow Brothers.

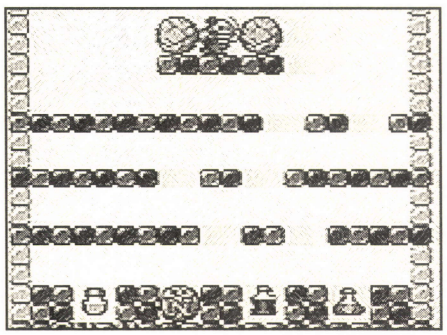


Near the end of stage 1, enemies appear in larger numbers than in earlier levels, but this is only a sample of what lies ahead. Roll one of these guys with your snowballs, then use your crystalline weapon to knock out the rest of the enemies with one blow.

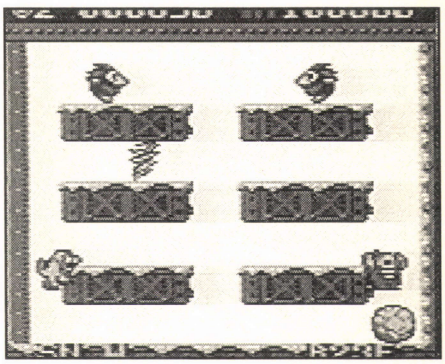
In **Capcom**'s *Snow Bros., Jr.*, one of the brothers has been captured. To rescue him, you'll have to survive the snowfight-to-end-all-snowfights. Using icy grenades of packed snow, you'll battle through ten stages patrolled by ill-tempered bulldogs and fire-spitting phantoms.

You'll flip and jump from ledge to ledge, and pelt creatures with snowballs in every level. The action is smooth and character control is very tight. You'll need that sure-footed control as you climb up the slippery platforms you find in every screen.

Climbing to the top of the screens, however, is not your main objective. To rescue your imprisoned brother, you must destroy all the enemies in each stage, and your only weapons are snowballs. Use them to encase an enemy in snow. Then bump him, and he'll ricochet around the screen like a pinball. Any opponents standing in the way of the snowball are flattened. If you can knock an enemy down from the top of the screen, you might clear out an entire level. This could help you score special bonus items, too.



Between stages, you'll get a free shot at some bonus items. Choose which snowball to shove, then wait and see into which bonus slot the snowball drops.



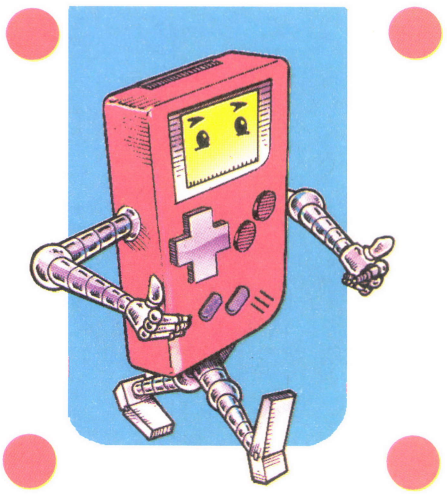
Stage 3-8 is a difficult screen to navigate because the bottom ledges are out of your reach. To climb up the blocks, blast one of the creatures following you, and then use his frozen body as a step.

Although the game is quite playable, the tiny size of the characters is disappointing. Straining to see the frantic movements of the characters against the detailed backgrounds can be very frustrating.

Beginning-to-intermediate players will probably find *Snow Bros., Jr.* to be an adequate challenge. This game is fun, and it's got the perfect setting to help you chill out.

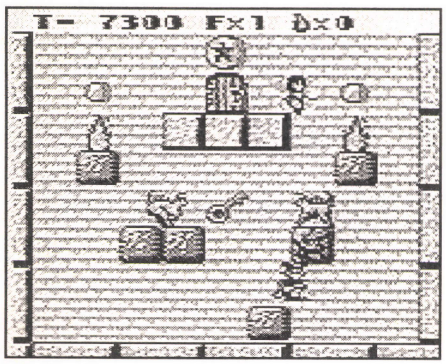
GP

Solomon's Club



Lisa M. Bouchey

The latest addition to a long line of popular Game Boy puzzle games, **Tecmo**'s *Solomon's Club* is a brain-teaser with a twist. Unlike *Tetris* or even *Loopz*, where your mental best goes up against the computer's, *Solomon's Club* throws in a touch of magic to make things more interesting. Clearing the 50 rooms in the game's five levels requires

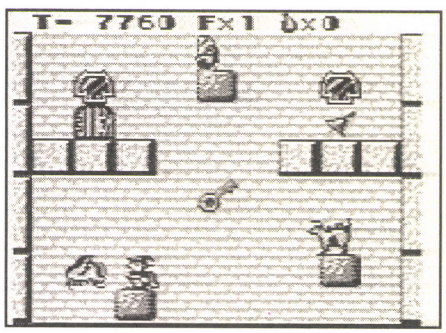


You can create and destroy rocks with a magic wand. You can also destroy them by poking them twice with your head. You can't create a rock where there's an item, and only dark rocks can be destroyed.

a clear mind and a sharp eye. When these aren't enough, you can buy magic powers with bonus points and use these powers to pass an enemy and clear a room.

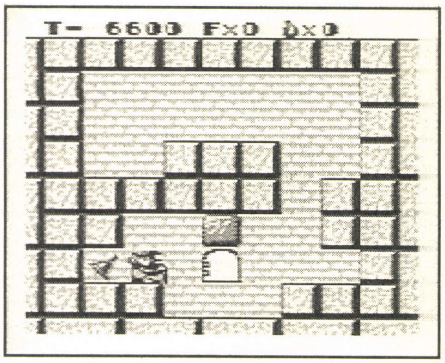
The basic object of the game is to grab the key found in each room, clear a path for yourself, and escape through the open door. Along the way, you can score extra points by destroying enemies and collecting magic items and bonus icons.

There are 13 different magic items available in the game. Some items must be bought in the magic shop, some are hidden inside rocks, and some appear when you create and destroy rocks on your own. You'll discover that rocks play the most important part in the game.



There's one easy method that will get enemies out of your way — lure them onto a rock that you can destroy. When they take the bait, knock the rock out from under them and they'll fall to their deaths.

Knowing where to place rocks is essential, since they have a number of uses. With rocks you can destroy enemies, keep enemies out of your way, or even build a path to the door (or to a bonus item worth mega-points). Destroying certain rocks can have the same effect. If it looks like you're stuck between "a rock and a hard place,"



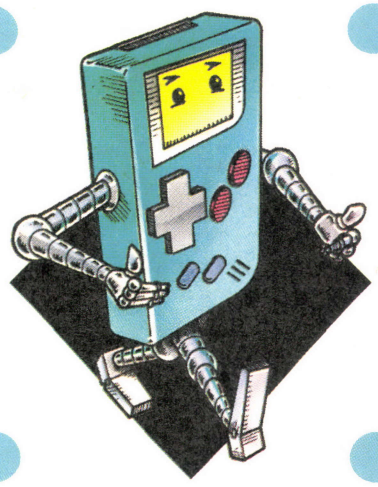
When you grab the bell icon, it'll ring to summon fairies. Capture the fairies when they appear. When you've collected ten of them, you'll be awarded an extra life.

use the pause option to study the screen and decide on your best move.

You'll have to keep your wits about you to complete the 50 mazes in this spin-off of Tecmo's popular *Solomon's Key* NES game. If you're a puzzle fan looking for a little adventure, you'll be hooked on *Solomon's Club* before you know it.

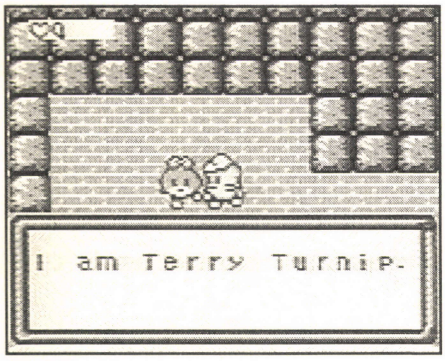
GP

Spud's Adventure



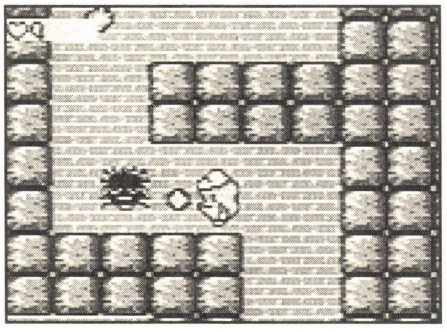
Gary Meredith

The Vegetable Kingdom is in serious trouble. For years, the people enjoyed a peaceful and healthy existence under good King Vegitan the Fifth. That, however, was before the evil Devi kidnapped the bounteous Princess Mato. As champion after brave champion ventured forth in vain to battle Devi and his Kitchen Army, the people's hopes began to wilt on the vine. Just as it seemed the entire kingdom was destined to end up as the world's biggest salad, a dashing young potato named Spud took up the battle.



Spud would do well to befriend Terry Turnip. She's a fearless adventurer who has a paralyzing beam that can stop an enemy faster than you can say "VegeMatic."

In **Atlus**'s *Spud's Adventure*, it's up to you to see that Spud saves the Princess (and himself) from a fate worse than frying. To do this he'll need to venture up the Far Tower to the chamber where Princess Mato is being held. Before you can free the Princess, however, you'll have to battle your way through the four tower levels. These are guarded by beasties, and by Kitchen Bosses that block your way to the next level. Fortunately, little Spud has friends throughout the Tower, and they can boost his powers or provide him with valuable information.

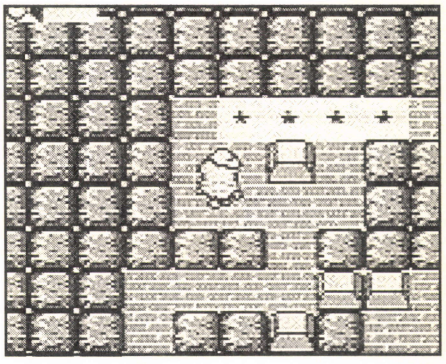


The Iga is a crystal creature with deadly spines that can slice and dice Spud before he knows what's happening. A boomerang is the best weapon to use against this prickly character.

In addition, finding cards from the kingdom of Uker can give Spud extra energy, lives, or weapons. You'll need all the help you can get to finally rescue the lovely Mato and save the Vegetable Kingdom.

Spud's Adventure is a simple but captivating game, with a cute sense of humor and even cuter graphics. With the inclusion of the puzzle rooms, you've got more to do than just walk the corridors and fight enemies. For vegetarians and meat-eaters alike, *Spud's Adventure* is an appetizing delight.

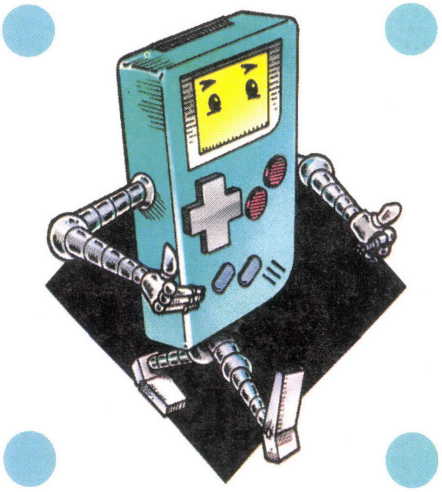
GP



It's not enough that Spud must risk his life battling Devi's minions; he must contend with puzzle rooms as well.

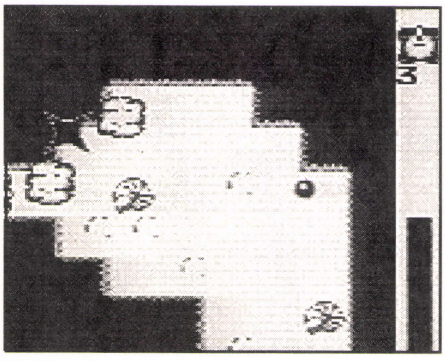
You've got to ignore Devi's taunts and save Princess Mato before she's squeezed into a ketchup bottle.

Trax



Richard Lashley

Morning comes to the province. Other farmers like you head for the patchwork of thriving crops, ready for the day's work. After generations of peace with the neighboring Republic of Akuda, your community's military machines have become rusted with disuse, while equipment for agriculture and construction are in great demand. Life is good.



In stage 3, watch out for the anti-tank mines inside the cave. Stop as soon as you enter the cavern and start blasting.

As you eat breakfast, your coffee cup suddenly rattles in its saucer. Good things don't last forever, like the peace your province has enjoyed. Akuda is now attacking your town. To repel this assault, you only have an old, corroded tank that rides on tires. Sure, this creaking bucket isn't a state-of-the-art weapon, but in **HAL America**'s *Trax*, it's all you've got.

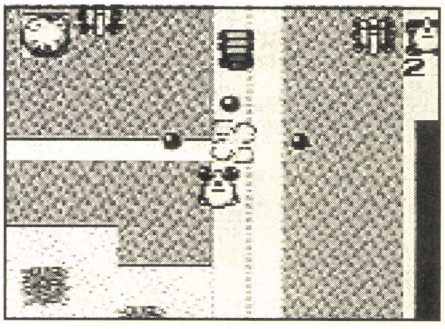
You should approach this amusing treatment of tank warfare with an open mind. While traveling at a sluggish speed through four stages, you can only go across certain areas of the terrain (perhaps because a tank's usual steel treads have been replaced by unsturdy tires). Also, your gun turret only tracks to the right and the rotation is rather sticky, which makes quick targeting almost impossible.

In spite of your tank's limitations, the game still manages to be quite entertaining. The graphics are rendered clearly, and provide some impressive explosions. To add to the fun, up to four players can hook up to the game with the Multi-Player Adapter, taking turns blitzing Akuda's forces.

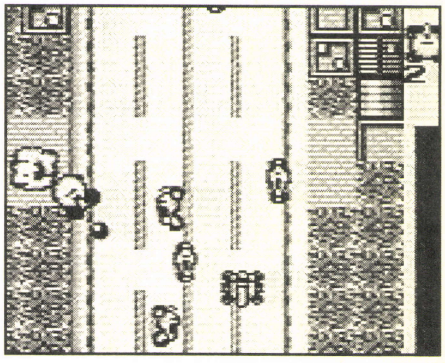
Younger, less skilled game players are most likely to enjoy the game's steady action and its numerous features. There are plenty of game continues, a generous supply of power-ups, and a soundtrack full of explosions that keep the ride entertaining *and* loud.

It's difficult to portray tank warfare in the limited space of a small screen. *Trax* doesn't do this any worse or any better than other Game Boy tank adventures. So, before you make *Trax* your choice of tank battles, take it for a test drive first.

GP



The Tri-Bomb is one of the best power-ups. When you have it, your cannon shoots three rounds that can destroy different targets in a large area in front of you.



In stage 4, Akuda's forces crawl through the streets of Capitol City. As you approach the last boss, Big Daddy Tank Builder, blow up buildings and search for power-ups inside of them.

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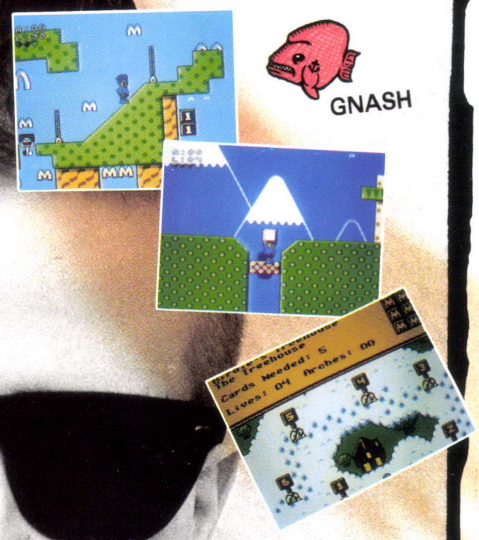

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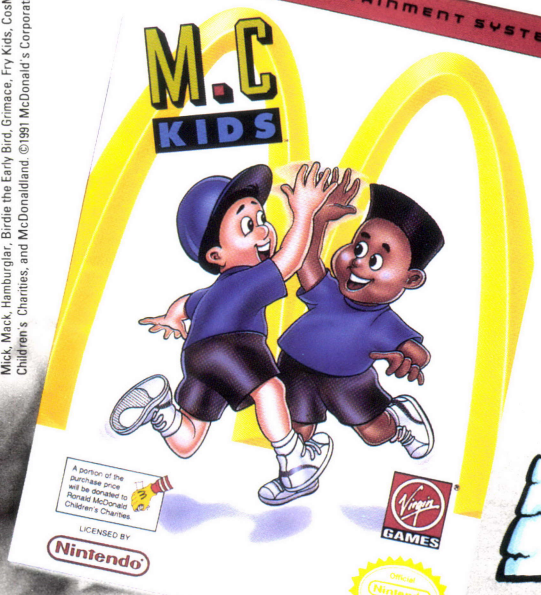

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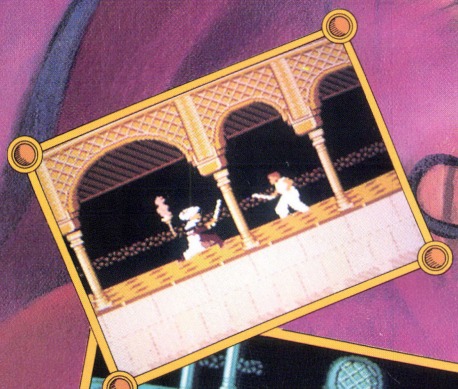

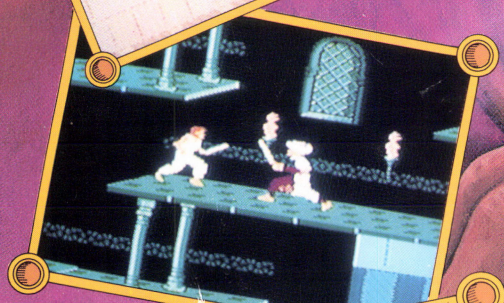

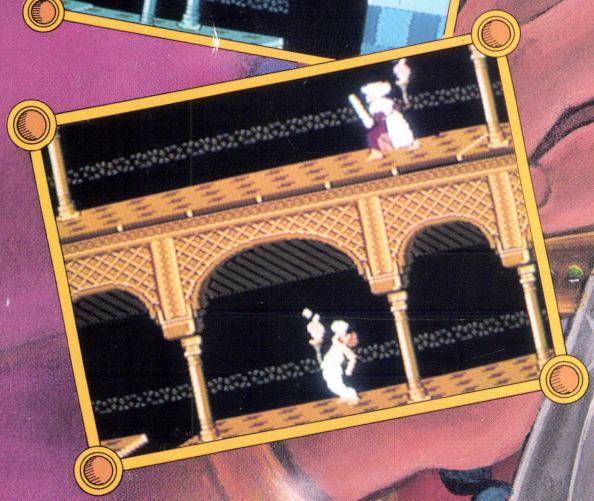

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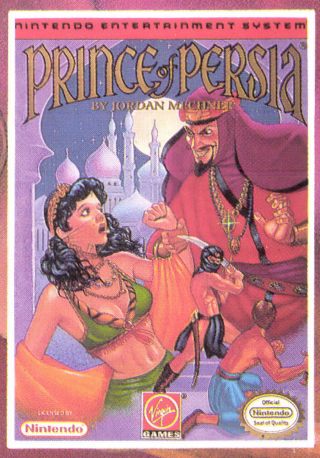

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